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The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only insomuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

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Avalon Hill Philosophy Part 89

What better way to start the new year than with a look ahead at what new games we will be working on in 1982? By the time you read this the 1982 HIA show being held in Dallas, TX will be history. Over 40 Adventure Gaming Companies will be exhibiting there and displaying their spring releases. AH will release no less than eight board games and seven computer games—many of which are advertised elsewhere in this issue. For the record, however, the new board games will be *GUNSLINGER, PRO GOLF, STORM OVER ARNHEM* (previously available only by mail order), *STRUGGLE OF NATIONS,* and *CIVILIZATION.* The other three "new" board games are "new" in looks only; *FURY IN THE WEST, FREEDOM IN THE GALAXY,* and *PANZER ARMEE AFRIKA* will be available in new packaging in slightly revised editions for the first time under an AH banner since their acquisition from other companies. The new computer games will carry such varied titles as: *FORT DEFIANCE, DNIEPER RIVERS, VOYAGER, GALAXY, CONTROLLER, FOREIGN EXCHANGE,* and *STOCKS & BONDS.* (Please do not order any of these titles until you've actually seen them advertised in these pages.) That is quite a handful all at once, but we may come close to matching it when we unveil our Fall releases at *ORIGINS* this July here in Baltimore. For a brief glimpse of what you can expect from us later in the year capsule progress reports follow by the respective designers/developers.

G.I.

G.I. is going into second stage playtest as you read this. The initial rules draft made the rounds of over 100 *SL* enthusiasts at PACIFIC ORIGINS and

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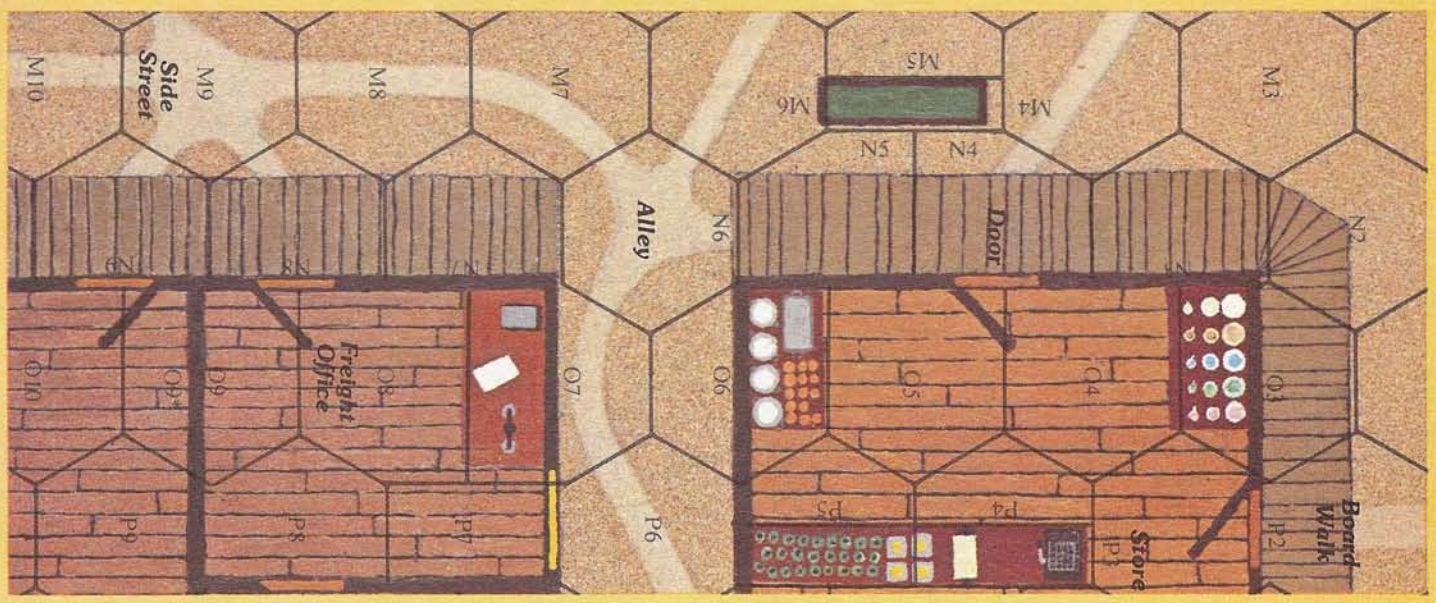
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GUNSLINGER

"Fill Yore Hand . . ."

. . . with **GUNSLINGER,** the game of the western gun battle. In **GUNSLINGER,** YOU play the part of a western character who is caught in a sudden gunfight, and YOU face the split-second decisions and incidents of the showdown as bullets start to fly.

GUNSLINGER is based on a quick and easy game system that recreates the split-second nature of gunplay. Each turn the players secretly play cards to define exactly what they will do during the next two seconds in the game. Then they step through these actions on the playing map, resolving each shot in the split-second when it takes place.

GUNSLINGER resolves combat quickly and easily. The attacker draws a result card that shows exactly where his shot hits, which combines with his gun to determine the damage he inflicts. This recreates the critical differences between weapons: Winchesters, Shotguns, Buffalo rifles, Colt's "Peacemaker", Smith & Wesson's breakopen guns and Remington's Derringer are a few of the guns in the game. The same system recreates hand-to-hand combat with bare hands, knives, tomahawks, axes, cavalry sabres and other weapons. Range, aim time, and the target's cover status are all taken into consideration.

GUNSLINGER includes eight two-sided boards (a total of sixteen map faces) portraying town and countryside terrain at a scale of six feet per hex. These boards can be assembled in varying ways to create a vast number of different maps that are used in the gunfights. The terrain includes gullies, hills, trees, watering troughs, wells, hitching posts and the interiors of buildings.

GUNSLINGER presents 26 different gunfights and several hundred variations, including both historical gunfights and made-up situations. Wild Bill Hickok, Billy the Kid, Wyatt Earp and John Wesley Hardin are just a few of the real gunslingers of history who appear in re-creations of the gunfights that made them famous. Indian raids, barroom brawls and poker games are just a few of the hypothetical situations. From two to seven players can play each game. Each gunfight has different versions for different numbers of players, ranging from the basic version with the minimum number of characters to the largest version with seven characters. In some gunfights the players form two or more sides, while in others every player is on his own. Playing time varies with the gunfight and the number of players, but the simplest version of most gunfights can be played in well under an hour.



There are even solitaire rules that allow one player to play many of the gunfights alone! These rules provide a simplified system of controlling characters automatically, so the player(s) can put one side in the game on automatic control, while personally controlling the other side(s).

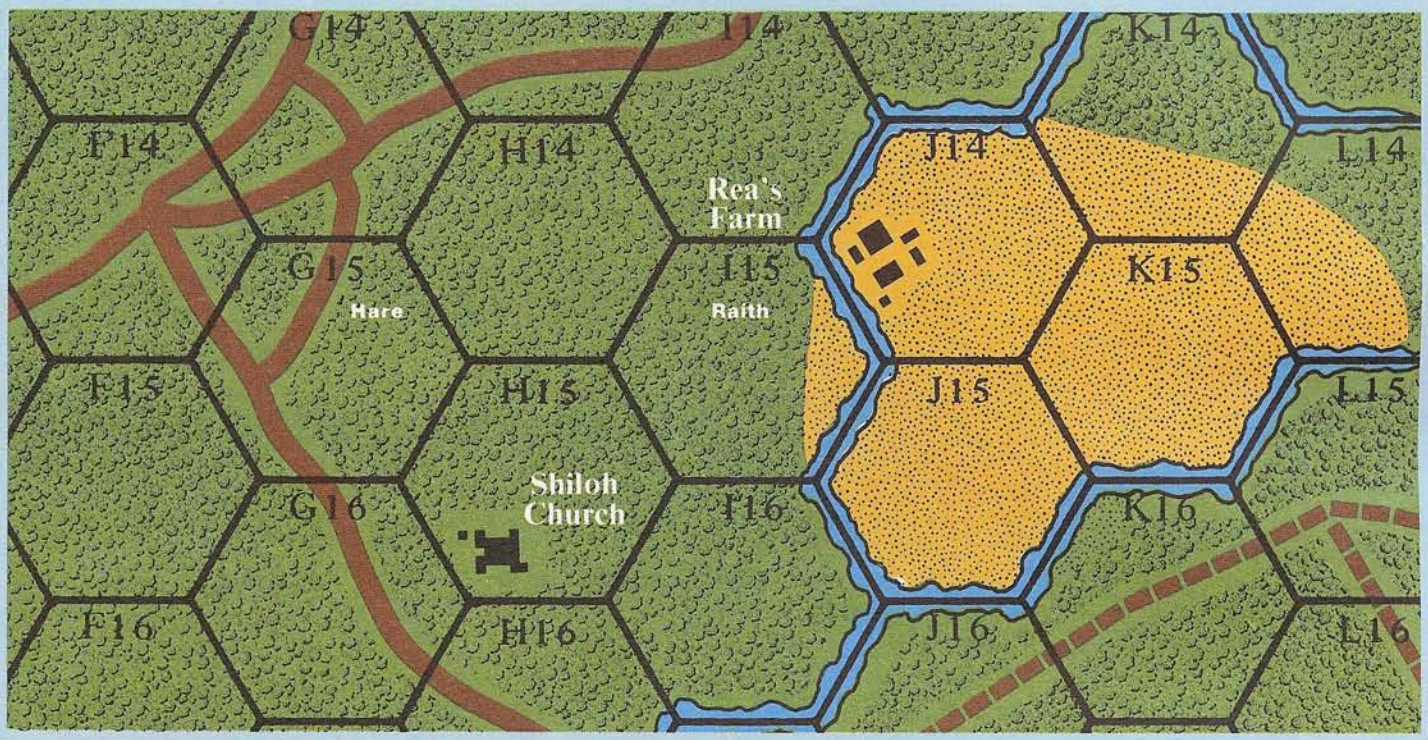
GUNSLINGER also includes extra rules systems for enriching and expanding play. The "Campaign" rules allow the players to string gunfights together to form more extended battles and range wars. Role playing allows each player to develop his character's abilities from game to game as he faces the dangers of the Old West. Optional rules introduce horses, wagons, dynamite, and more.

Complexity rating (most complex is 10): **5**

Game includes:

- Rulebook
- Eight two-sided mapboards
- Sheet of playing counters, including characters, weapons, horses and more
- Action cards (including bonus cards showing special skills)
- Deck of Result cards
- "Second Floor" player-aid cards
- Pad of personal history sheets

GUNSLINGER is available now for $20 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.



FURY IN THE WEST

Shiloh, as Grant was later to say, was the severest battle fought in the Western theater. It was certainly the worst fought on the North American continent up to that time, with 13,000 Union casualties and 10,700 Confederate. Grant would see areas on the battlefield "so covered with dead that it would have been possible to walk across the clearing, in any direction, stepping on dead bodies, without a foot touching the ground." Three armies, and America itself, had "seen the elephant." As Grant said twenty years later, "Up to the battle of Shiloh, I, as well as thousands of other citizens, believed that the rebellion against the Government would collapse suddenly and soon . . . then, indeed, I gave up all idea of saving the Union except by complete conquest."

Fury in the West recreates the Battle of Shiloh. The game begins with the Confederates surprising the Union forces in their camps near the Shiloh Church. Amid much confusion, the Confederates fight their way towards Pittsburgh Landing on the Tennessee River while the Union forces try to organize some resistance. As night falls, Union reinforcements arrive just in time to finally halt the advance. The second day begins with the regrouped Union forces attacking and retaking the ground lost on the first day. The result is an ideal situation for a game as both players must attack and defend. **For two players.**

Fury in the West is unlike any other game on the Civil War. The major concept in the game is straggling. Each time a unit moves, it will lose some stragglers. Each time it remains in place, it will regain some stragglers. A large part of the players' strategies will deal with when to move and fight, and when to rest. This is not a game where a player can push his units past their breaking points.





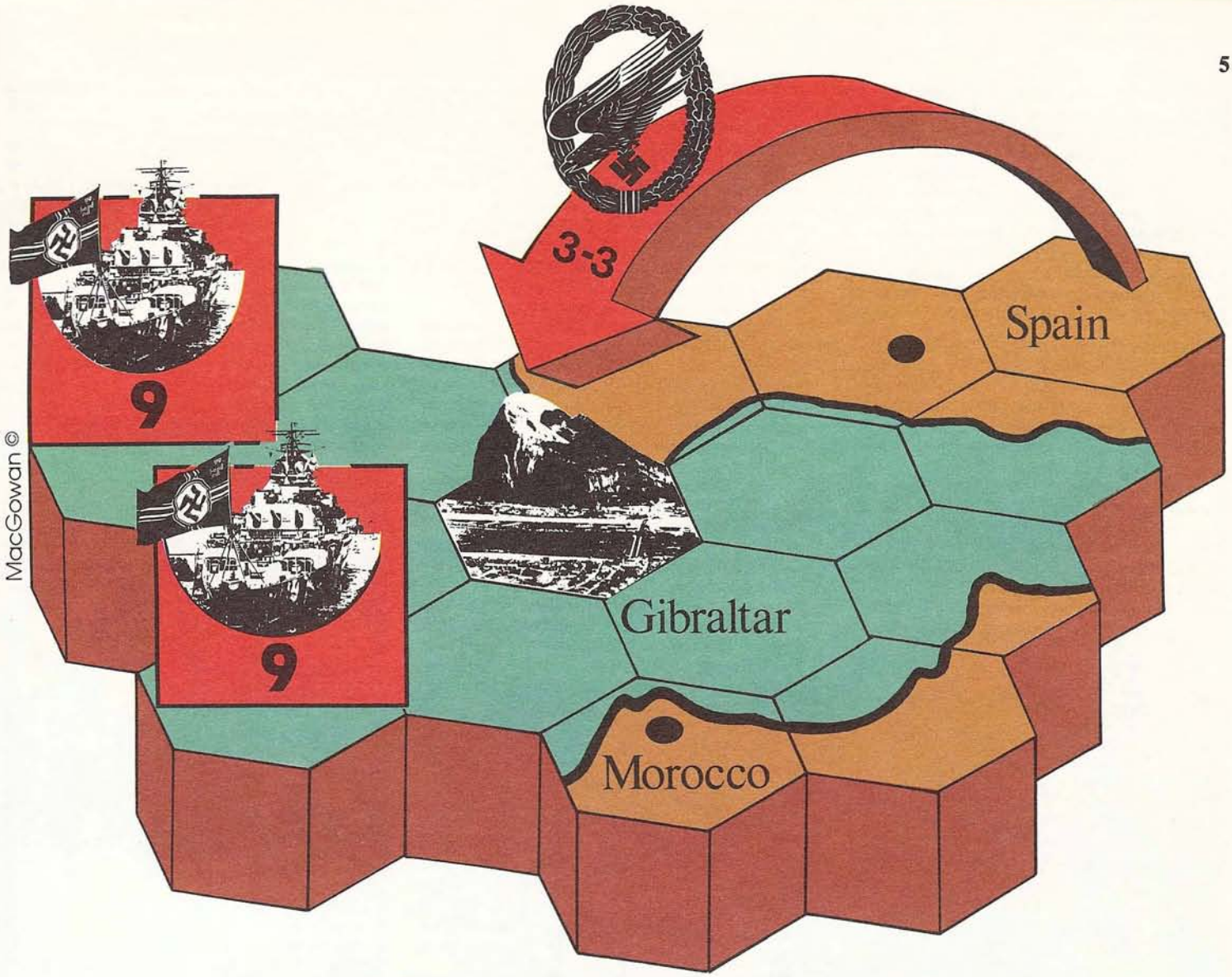
Generals have key roles as their presence significantly increases units' abilities to move and fight. Cavalry units can be helpful in reducing straggling. Artillery units add extra firepower. Also included are the two Union Gunboats, Lexington and Tyler, which took part in the battle.
The game covers the two day battle with three scenarios; one for each of the two days and one covering both days. Optional rules cover night movement, night combat, reorganization, bayonet charges, prisoners, alternate Confederate setups, and hidden movement.

Fury in the West is a highly playable game. Much detail has been added to ensure historical accuracy and flavor, but none of this detracts from the game's simplicity. Both sides have an extremely limited number of units to control, and victory will be determined solely by the quality of the players' moves.

- 32" × 22" Mapboard
- 234 Counters
- 1 Confederate Strength Record Chart
- 1 Union Strength Record Chart
- 1 Playing Aid Card
- 1 Die
- 1 Rulebook

Playing Time: Three Hours
Complexity Rating (from 1 to 10, 10 the highest): **4**

Fury in the West is available now for $14 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.



THE SPANISH GAMBIT

ACHIEVING TOTAL GERMAN VICTORY OVER ENGLAND IN THIRD REICH

by David A. Hablanian

Those of you who are familiar with *THIRD REICH* no doubt have preconceived ideas about the feasibility of a German invasion of England. In previous strategy articles the possibility of an airborne or naval assault has been mentioned or loosely outlined but never treated in detail. Robert Beyma correctly states in his article on British play (Vol. 16, No. 1) that England "flawlessly played" cannot fall. But while one can contemplate playing a relatively "flawless" game of *STALINGRAD* or *WATERLOO,* it is difficult to play even an errorless turn of *THIRD REICH;* there are too many variables to be taken into account. Still one of the most rewarding (from a strictly gaming viewpoint) aspects of gaming is to see a series of turns in *THIRD REICH* where the German player achieves a total economization of force and every counter he commands has a specific function to be performed. The multiplicity of variables make *THIRD REICH* a very difficult game to analyze in detail. Reactions of different players can change results absolutely. Still, there remain a limited amount of "good" and "bad" strategies in general. It is this article's attempt to show that:

(a) even good British players can be conquered if they aren't extremely careful from 1939-1942.

(b) there is a feasible alternative to the historical Poland-France-Russia standard German overall strategy.

As you may have already surmised, the "Spanish Gambit" represents a German blitz assault through Spain to obtain access to Gibraltar, which after London is definitely the second most important hex in *THIRD REICH.* If Gibraltar is captured, not only does the entire Mediterranean position of the British player decline, but the Germans can carry their momentum to a formidable invasion of England. Before dealing with the details of the Gambit, however, the next section will be devoted to the time periods in the game to which it applies.

WHEN TO USE THE GAMBIT

For the Germans to invade Spain, they must first occupy France. The German can achieve this by either (a) attacking France directly in Fall, 1939; (b) attacking Poland, then the Low Countries on turns 1 and 2, respectively, and then France in Spring 1940. The German invasion of France in 1939-1940 has been dealt with admirably in previous articles and thus will not be presented in detail here (see David Bottger's *Third Reich: The Early Years in* Vol. 14, No. 3).

The quick conquest of France is extremely important to the applicability of the Spanish Gambit. Each of the methods has its advantages. If France is invaded directly on Turn 1, it should fall by Spring 1940 at the latest to be considered a German success (hopefully in Winter 1939, thus gaining 42 BRP's for 1940). The Spanish Gambit is normally a four to six turn process and could be undertaken by Summer 1940. The major advantage here is that if Gibraltar does not fall in 1940, the German still has a chance to abandon the gambit and redeploy his major forces to the Russian front and win in the more traditional way by defeating Russia. The disadvantage is that the German will have a tough time conquering enough BRP's worth of smaller countries. And if he doesn't have the 42 BRP's for conquering France in the start of 1940 he should be in a bad economic position in 1940-41. Still, this is probably the safer method for this strategy as it has the option of pulling out of total commitment to England's defeat.

The alternative is to pursue the traditional game, occupying Poland, Luxembourg, Belgium, Netherlands, Norway, Yugoslavia (with the Italians) and France by late 1940. The turn of France's fall is critical. If she falls by Summer or Fall 1940, the Gambit can be attempted. (If she falls

in Spring, the Allies are doing something drastically wrong.) The German would be in a much better economic shape and could commence on the gambit as late as Winter 1940. However, failure to knock England out of the game will put the Germans in a terrible bind, as Russia will be virtually untouched. The German would be able to invade Russia in 1942 and require tremendous skill and luck to obtain 28 red objectives for a marginal victory. But if the German is a good enough tactician to defeat Russia with a Barbarossa launched in 1942, he is better off pursuing the standard strategy and leaving England alone.

As the Gambit is often an "all or nothing" plan to defeat England (and thus win the war as the Russians cannot win alone), the game should be decided by mid-1942. This makes the Gambit a particularly good choice in games when the players have a limited amount of time. There are other incentives for using it also, such as the face on your English opponent who claimed that England was "impervious from any enemy assault" or watching a skillful Russian whom you were not looking forward to attacking simply watch powerlessly from the East. Enough of the generalities and on to the mechanics of the Spanish Gambit.

Figure 1: Spanish Border Defense



THE INVASION OF SPAIN

To pursue the gambit, the German must immediately redeploy a large force to Southwestern France after Paris' fall. The force threatening a swift and decisive invasion consists of eight 4-6 armor, two 3-3 infantry, three 5-4 air force, one 3-3 airborne, and two airbases.

The placement of these units is important. The airborne should be placed in La Rochelle as it will also threaten England if the German air forces are concentrated in France. The airbases must be placed within range of Madrid so that any Spanish DAS can be intercepted. The French beaches should be occupied with one infantry unit each, with two infantry units guarding Paris. If in good BRP condition, the German should begin to assemble a large ground infantry concentration in Poland. Without armor or air this force will not appear formidable to the Russians, but it is enough to ensure that in one turn the German can strategically redeploy enough armor and air to launch a massive attack by the next turn. The Italian ground army should press slowly toward Suez, drawing as many British troops as possible.

The eight armored units with air support practically guarantee a one-turn conquest of Spain. There are several possible Spanish defenses which are feasible. They will be labelled the "Border" defense, "Madrid Cluster" defense and the "Alternate" defense.

The "Border" defense is shown in Figure 1. While only one unit is left in Madrid (at least one is required), the armored unit is the key to the defense. The German would not be wise to attack the stacked 2-3s in the mountains because he can attack directly from only one square. The best German attack is to use an armor, two infantry and six AF's (ground support air factors) to attack the 2-3 directly east of the armored unit at 4-1. He then drops the airborne on the Spanish armor with five AFs for a 2-1. If this is successful in eliminating both units (an approximately 97% chance), the remaining German armor floods through in exploitation and overwhelms Madrid at 4-1. Expected German BRP losses are 8.1, but note that he was forced to use the airborne.



Figure 2: Spanish Madrid Cluster Defense

The "Madrid Cluster" defense is shown in Figure 2. All the Spanish units are in or ringed around Madrid. The German can attack the 2-3 east of Madrid at 4-1 easily and attack the city with six exploiting armored units for a guaranteed conquest of Spain. Not only was the airborne not used, but expected losses are less at 4.9. The "Madrid Cluster" defense could also prove to be a total disaster if Gibraltar is not properly garrisoned on the turn the Germans invade Spain. The German could blow away the unit southeast of Madrid, and instead of attacking Madrid, he could exploit with a chain of armor to Gibraltar itself!



Figure 3: Spanish Alternate Defense

The "Alternate" defense in Figure 3 is similar to the Border defense save for the extra infantry in Madrid instead of the mountains. The Germans can

attack the northernmost unit at 2-1 and if successful, attack Madrid in exploitation with the same 3-1 as the Madrid Cluster attack. The expected losses fall between the other two at 7.3, but once again the airborne unit is not required.

These defenses are by no means the only or optimum Spanish deployments. The defense of Spain can change totally with the Axis commitment of forces to the area. It can still be seen that if such a powerful armored force is encountered, Spain cannot realistically hope to survive a single turn. But forcing use of the airborne can postpone the Gibraltar attack by a turn. A final point to keep in mind is that if the British don't garrison Gibraltar on the turn before the invasion of Spain or don't have enough navies in the Mediterranean, the Italians can contemplate invading Spain along with the Germans, landing at Cartagena (only eight naval factors defending, not nine) and exploit to an undefended Gibraltar.

Note that it is possible for the Germans to invade Spain without treading on Vichy French territory. This requires that the Germans have two armored units each in T16, S16, and S15, an additional airbase in S17, and at least 22 AFs near enough to stage to these bases. The best Spanish defense in this case is to have two infantry units each in Madrid, T15, and U15, and an armor and infantry unit in U16. The German response is outlined in figure 4, leading to a 94% chance of conquering Spain in one turn with expected losses of 11 BRPs (the airborne is not required).



Figure 4: The Assault of Gibraltar, Case 1

THE ASSAULT OF GIBRALTAR

The German should carefully watch his opponent's reactions each turn. He must calculate in advance how strongly the British will be able to defend Gibraltar. Nevertheless, the German should have the following forces still in Spain ready to attack Gibraltar: three 4-6 armor (at least), two 3-3 infantry, one 3-3 airborne, all eight axis 5-4 air force units in Spain or France, but within staging reach of bases within four hexes of Gibraltar (all three airbases may be required) and the five 9 factor fleets of the Italian navy in reserve.

Note that the airborne may not be needed, depending on the British defense. If it *isn't* needed, threaten England with it immediately. (Often in *THIRD REICH* one accomplishes more by threat than actual force.)

The attack of Gibraltar itself can now take on many forms, depending on how well defended it is. Several cases will now be presented.

CASE 1

The British build airbases in Gibraltar and Oran (of course, Oran will be Vichy controlled half of the time). The British must be prepared to seize it if the Germans threaten Gibraltar.) Thus, they have four 5-4 airforce (bringing back the 1-4's together and building the extra factor in 1939 is important) and seven ground factors (one 4-5, one 3-4). See figure 4. The Germans counterair all four British air forces, leaving 20 Axis air factors, eight ground factors (two 4-6) and the airborne. The attack is a 31-28 1-1, and although German losses could be heavy (a 5 *is* a disaster) there is an 83.3% chance of taking Gibraltar. As this causes the immediate loss of 25 BRP's to the British, this should be factored into the expected losses (which are 30 for Britain and 38.8 for the Axis).

Any British commitment less than this and an even better attack is possible with fewer expected losses. But what if the British defend up to the maximum—that is all four air forces and two 4-5 armor?

CASE 2

The full attack would now be a 31-32 1-2 and the Germans would appear to be stifled. Not exactly, although this seems to indicate that either an incredible coincidence or someone on the AH design team leaves the Germans one factor short of a 1-1. Depending on the year of the attack, however, there are a few possibilities.

If the German used the traditional approach as presented in the introduction, Gibraltar may be assaulted by as late as Summer 1941. To increase the odds to a 1-1 83% attack, the Axis will need four naval bombardment factors. Either the Italian or German navy (see rule 37.4) can bombard Gibraltar subject to possible interception by British fleets. It is now difficult for the Italians to get through and more likely that the German navy would succeed on such a mission due to the new naval rules. The Axis must be careful, however, as the loss of naval units is crucial. It turns out we will need them later. This leads to case 3.

CASE 3

It is mid-1940 and the British are totally prepared at Gibraltar. It depends, of course, on many other factors, but a suggestion is to attack at 1-2 with two 3-3 infantry and 11 factors of air. The remaining air forces counterair the British and can inflict extra losses. Let's look carefully at this attack:

A roll of 4, 5, 6 and the Germans lose 39 BRPs.
A roll of 3 (CA) and the British must CA at 1-3 (8-17) and lose Gibraltar.

An exchange and all forces are eliminated, and the German airborne drops into an undefended Gibraltar after combat. Thus, the chances of taking Gibralter are 50%, expected losses are 33 (Axis) to 20.5 and even if the German forces are eliminated, he could try it again next turn as the losses are not huge.

A maneuver for the British to guard against would be for the German airborne to land in Oran prior to combat, evict the British air and make a 1-1 83% attack possible.

The consequences of the fall of Gibraltar are enormous. The British lose 25 BRPs immediately. They also lose command of the Mediterranean as they can only deploy eight units of all types in the Med and SR to Egypt costs double. The British are now hard pressed to survive at all in the Med, let alone plan counterattack possibilities to that "soft underbelly of Europe." Gibraltar is extremely hard to retake if the Axis garrisons it with two 3-3 units. But the key to the entire gambit now becomes possible—the Italian Navy redeploys through now friendly Gibraltar to welcoming German or French-occupied ports to aid the Germans in a massive assault vs England.

THE ASSAULT OF ENGLAND

Let us assume that Gibraltar has fallen. The situation depends now entirely on the far ranged economic planning of Germany and England, and it is assumed that the German has prepared himself for this opportunity. He should have a sufficient amount of BRPs and SRs to assemble the following awesome force in Northern Germany or other Atlantic ports: nine 9 factor fleets (5 Italian, 4 German), eight 5-4 air force (6 German, 2 Italian), the airborne, and ground troops loaded on the ships.

It is a tremendous advantage to invade England in the same year as Gibraltar falls (this takes advanced planning and not a little luck) as the 25 BRP loss along with any BRPs of air force lost to German counterair exhausts the British BRP level. Let us assume that the British have been prepared and can assemble their entire resources (save the few Mediterranean troops) to defend England. And they will need everything that they can gather together to save themselves! A typical (and strong) English position would look something like figure 5. The German, depending mainly on the period of the invasion (how many turns he has before U.S. entry) can opt for one of the following strategies.



Figure 5: The Invasion of England

The most direct route is the airborne invasion of London itself. This became a devastating tactic with the 1st edition rules because there was no restriction on the amount of airpower which could be lent to the attack. AH then allowed the British to stack all the replacements in addition to the two units in London (See Vol. 11, No. 6, page 20) and then later it became three ground units, thus 12 factors maximum. A more far-reaching change was then to restrict the ground support airpower factors to three times the strength of the unit, so the German airborne attack can only be 12 factors strong. Never underestimate the power of the German airborne, but at least it is not the (unrealistically) superhuman piece that it was in the first edition. All that the British must do to discourage the direct London assault is to stack 7 factors on London, thus preventing a 1-1 attack.

Another German airborne tactic is to drop at a port unadjacent to enemy units and SR units into the port at the end of the turn (see Vol. 14, No. 5). This can be prevented to an extent with replacement

counters. An infantry unit is also placed in Southampton/Portsmouth to prevent a similar tactic.

But the main advantage of the Spanish Gambit is that it allows a conventional beach invasion of Southern England. The sample defense has been developed with this in mind. The placement of each of the British units is extremely important. The RAF must be placed to provide DAS of the beaches while making it difficult for the Axis to use counterair. Fleets must be based in Southhampton/Portsmouth and Scapa Flow to prevent these areas from being invaded. Keep in mind that the Axis air forces could easily attack naval units in Southampton/Portsmouth and enough naval factors must be placed there to prevent reduction below the 9 factor requirement if there is a threat of the Axis taking two turns in a row. Note that if the British player does not wish to place his fleets in Southampton/Portsmouth, he will not have an extra infantry unit to defend it as well as the other three beaches. The Axis can also threaten Scapa Flow by redeploying an air base to Norway (hex B33) in which case two navies should base there. The British fleets in Rosyth puts them within 10 hexes of the invadable beaches. The British ground troops are placed to make the upcoming beach invasion as difficult as possible.

Only if the British have less than five navies in England should the Axis stack their fleets in one large invasion force as this combined force must use the Italian DRM of −2. The German and Italian navies should be kept separate to take advantage of the excellent German navy DRM. It is possible to use the Italians as amphibious invasion forces and to hold back the German navy to counter-intercept British interception attempts, but loading up each of the navies with the maximum amount of ground troops is better. The best invasion sites for the Axis to invade are the hex southeast of London (L23) and the hex east of Coventry (J25). The merits of these two sites will be discussed shortly.

Against this British deployment it is advised that the Axis invasion force base in France (Brest, Lorient, St. Nazaire and/or Cherbourg) making it more difficult for any fleets in Scapa Flow to intercept. (The RAF is not to be feared.) The invasion force could then consist of four German fleets with three 4-6 armor that will invade J25, four Italian fleets with three 4-6 armor, and a single Italian fleet with a 3-3 infantry which will immediately join the other four Italian navies in the closest hex and head for L23. The Royal Navy could probably deal the Italian navy a major setback, but this would leave the German fleets to carry out their invasion untouched. Thus, the British should attempt to intercept the Germans with the four fleets in Southampton and the Italian five fleets with the other three navies.

Due to the German navies' excellent DRM, the British must roll a higher number than the German to stop the invasion. Thus the probability of the four British navies stopping the Germans is only 5/6 (to intercept) × 15/36 (to win the battle) = 35%. The chances of stopping the Italians are better due to the poor Italian DRM. The odds are more complicated as two groups of navies will try to intercept, and the one in Scapa Flow will be 11 hexes away if L23 is the invasion hex. The probability of the two navies in Rosyth to defeat the five Italian navies alone is 5/6 × 21/36 = .49. A third British navy intercepting would tip the scales in the British favor. Calculating the probabilities will show that the three British navies have a 53% chance of stopping the Italians from reaching L23.

These calculations have been made for illustrative purposes, as the addition or subtraction of navies on either side could result in large deviations in the probability calculations. Still, it can be seen in this example that the chances of the Royal Navy stopping the Axis Sealion invasion completely is at most 22%. Conversely, the probability of both main Axis fleets succeeding is not more than 30%.

If the British naval attacks are unsuccessful, the Axis must concentrate their major effort on getting ashore. He must allocate enough ground support factors to ensure that his troops can land intact if a full exchange is rolled. Keep in mind that even in a naval victory some of the ground troops will be lost at sea. Let us now look at the invasion sites.

L23 has the advantage of being next to London. The Thames, however, adds further complications to the battle. If the Italian invasion force lands with no losses, one would be able to exploit. If the British replacement factors were not placed as they are, the airborne would be able to untriple the London defense by dropping in Birmingham, Coventry or Harwich. Thus, it would be possible for the Axis to capture London in one turn. By invading J25, the Thames is no longer a barrier and the front that the British must defend is wider. However, the Germans would have a greater distance to London.

In either case the British should try to redeploy the replacement units away from London in order to make room for the maximum counterattack should London fall. There are too many options available to list all the probabilities. The initial invasion will not be greater than a 1-1 83% attack as the number of ground support air factors cannot be more than three times the ground factors involved. Note that the British can stack three units in London, but also that a successful German attack across the Thames will create a Bridgehead and make the British counterattack very difficult. If the Germans keep airbases in Calais and Cherbourg, he can control the air battle to a large degree. The Axis should attempt to feed as many troops into England as quickly as possible, remembering that exploiting armor can attack in excess of two units from a breakthrough hex. Due to the Thames, a maximum German attack from L23 to London will be a 1-1 50% proposition as the Germans will not have enough units to hold London in a full exchange. For this reason he may prefer to put more effort into a post-invasion buildup of J25 as opposed to L23.

If London falls to the Axis, there is no hope left for the Allied side, even if the Axis losses have been heavy. Without the Western Allies the Russians would be extremely hard pressed to survive and certainly couldn't go on the offensive.

PREVENTION

How should the British attempt to prevent the Spanish Gambit? The answer can be best summed up in two words: conservatism and preparation. Until the entry of the U.S. in 1942, the English must be extremely careful to even stay in the game. Of course, he can't crawl into a shell and stay stationary, but until the German commits himself to the Russian offensive, the English must regard home safety as their prime objective. Keeping France alive as long as possible not only delays the German invasion of Russia but it also delays an invasion of England. The German must take France and usually Spain to get at England. But I feel the six ground corps that Mr. Beyma advocates in his article are too much. Combined with his Mediterranean defense, this leaves inadequate forces remaining in Great Britain. I prefer to have three or four ground corps in France and have a reserve in England to remain at home or to be sent to either France or Suez, depending on the situation.

The British player could try to bring home the other two navies and light ground forces that I have assumed would remain in the Med. He will run into a SR problem attempting this unless he concedes the Mediterranean completely several turns in advance. This could easily backfire though. The Axis would immediately sweep the entire Med. He could decide not to bother attacking England, being satisfied having used the Gambit to win the Med by default.

I have tried to emphasize that in *THIRD REICH* (like chess) strategy requires advanced planning. The British player must be able to guess the German's intentions and react accordingly. Experienced *THIRD REICH* players should be able to analyze quickly almost any situation and having seen past results draw quick conclusions. The British navies must be positioned in such a way as to allow *quick* relocation of force (placing three fleets in Gibraltar is essential) to react to Axis threats. Foresight is essential; make sure you defend your vital outposts like Gibraltar and England with the maximum possible force.

As far as specific hints are concerned pertaining to the British reaction to this gambit there are two that can be readily mentioned. (1) If there is still a large German armor concentration in Spain after his invasion, do not defend in the hex in front of Gibraltar as well as Gibraltar. The Germans can overwhelm this hex from the three adjacent ones and exploit a large amount of armor into it, increasing the attack on Gibraltar.

Do not reinvade France while the Germans are involved in Spain unless you can grab Paris in one blow and thus cause the Germans to lose 42 BRPs. There is nothing that the German wants to see more than the small British army tied up with his plentiful infantry in Northern France while he rolls over Gibraltar and then moves on England herself.

ITALY'S ROLE

Italy's assistance in the Spanish Gambit is very important, particularly in the multi-player (Alliance) game. She will be lending her air force to the Germans for the better part of two years and her fleet must preserve itself and be ready to sail to the Atlantic when Gibraltar falls. This leaves her with little offensive capabilities in 1940-41. But the Italian player should realize that he can obtain immediate and far-reaching benefits from the German western push. The Italian should share the BRP gains from the conquest of Yugoslavia and Spain. But far more importantly, the fall of Gibraltar is a major victory to the Italian cause (more than even the German). Regardless of whether the Germans conquer England, the British can spare few forces to protect their Mediterranean interests and the Italians can indeed make the Med into Mare Nostrum. The Italian should try to secure some German armor to aid him in achieving this goal after Gibraltar's fall. The occupation of Gibraltar and Egypt will practically assure that Italy will stay in the game into 1945, whether Germany wins or not. So there are sound reasons for the Italian backing of such an offensive (especially with regard to the Italian capitulation rules.)

THE RUSSIAN MENACE?

Some of you may think that I have failed to take into account the Russian's reactions to the Spanish Gambit. In fact, there is very little the Russian can do. If the Gambit is carried out in 1940, the Russians must sit tight for a 1941 invasion. But what if the Germans are still attacking England in Fall 1941 and Russia can now declare war on Germany? The invasion of England requires very few ground units. Any capable German should have enough BRPs in 1941 to build a large ground force on the Eastern front (unless he has lost huge forces against England, and then he will lose anyway). The Russians simply cannot dent the German line of powerful ground troops and are doing the Germans a favor by spending 35 BRPs for the DoW. This may be one of the very few cases in which the Russians could and should take Turkey.



SECOND EDITION THIRD REICH MAPBOARD: Although it appears much the same as the first edition mapboard at first glance, there are significant changes. The coastlines are delineated much better so as to leave little doubt about where movement is possible and where it isn't. Hexes with two or more fragments of unconnected land areas have been withdrawn to eliminate ambiguities.

Switzerland and the unplayable hexes around the board edge have been identified by a gray overprint. Hex grid co-ordinates have been printed along the board edges. A crossing arrow in Scotland has been replaced by a river, and all others appear clearly on hexsides, eliminating former rule difficulties arising from crossing arrows within a hex. Additional mountain hexes have been added to Scotland, Wales, and the Balkans. The Thames River has been added to protect London from the south. Ireland has been separated into British Ulster and neutral Eire, with a beach hex added to eliminate the "islands without beaches" exception.

The Hague has moved a hex northwest which makes the Netherlands an easier target for the Germans and a harder one for the French. The Vichy border has been revised to incorporate Lyons and reach Switzerland. Tunis has gained port status while Bengasi has lost it. Sevastopol has become a fortress and remains in Russian hands at the start of the 1942 scenario. Istanbul not only becomes a port, it shares "two-front port" status with Gibraltar and Kiel.

The 28 Hex Variation

Similar to chess, it is possible to deviate from the "main line" of the Spanish Gambit strategy at several points. One that merits particular attention could be entitled "The 28 Hex Variation." By focusing on the number of red objective hexes one can deduce that the Axis can obtain (exactly) the 28 objective hexes required for a marginal victory without attacking England directly or declaring war on Russia. The Axis would attempt this after the fall of Gibraltar and subsequent withdrawal of English forces from the Mediterranean (Spring 1941 at the earliest). The variation is most effective if the English abandon Egypt completely.

Future decisions by the players at this time will be affected by their respective BRP conditions and previous actions in North Africa and the minor neutrals. To achieve the 28 hex victory condition the Axis must act very quickly and decisively. Large amounts of BRPs will be required to construct a ground force capable of stopping the Russians in Poland and to also grab the remaining objective hexes (while also trying to prevent England from making spoiling attacks). It will be difficult and time consuming to try to wear England down completely with the Luftwaffe (note that the Axis can try to occupy Ireland in an attempt to use the Luftwaffe against the Northern English targets) as U.S. entry is pending and bombing the RAF and Royal Navy could prove costly. It is better to leave most of the BRP attrition to the U-boats and to maintain a constant threat against the English beaches, preventing her for the most part from taking any offensive measures.

The Axis must carefully plan their course of action to obtain the required 28 hexes with maximum economy of force. If the "France first" (before Poland) option were used, the Germans must complete the occupation of the Low Countries and Poland, preferably with any excess units not being used in Spain or guarding the French beaches. This should commence simultaneously with the Gibraltar assault.

The Italians should strategically redeploy both their armored units and the DAK to North Africa (if not already there) the turn before the assault on Gibraltar. After the English withdrawal from the Mediterranean, the Italians and DAK must seize Suez/Alexandria as soon as possible and march on Mosul. This step is of prime importance as it is here that the British can most easily intervene if the grip on their Home Isles is relaxed. Meanwhile, the bulk of the Italian infantry is moved to occupied Yugoslavia and/or Albania as English threats in the Mediterranean will be negligible after the fall of Gibraltar. This German/Italian force will then invade Greece to obtain Athens, noting that Axis airpower may be needed to secure Athens. Malta will be isolated and can be taken later (perhaps with an Italian airborne assault after Spring, 1942) at the Axis players convenience. The final Mediterranean objective, Istanbul, can be attacked from Bulgaria and Rumania with the German troops preparing for the Russian onslaught. The Italian armor and DAK may reach Mosul early enough to tie down several Turkish units in eastern Turkey.

There is also the Scandinavian question. If Norway is in German hands, a land/sea invasion of Sweden is possible to obtain Stockholm. If Norway is British controlled, Oslo will be difficult to take and the Germans will need a significant amount of the forces threatening England, including the airborne, to take Stockholm.

While the above comments are indeed general, it can be seen that the Axis will be hard pressed economically and time-wise to obtain all the required objective hexes before the Russians and U.S. make themselves felt. In many cases it will be more feasible to invade Russia in order to obtain the necessary 28 objective hexes than to try for the Scandinavian ones, Istanbul, or Athens.

Finally, the Germans are taking more of a chance with this variation than the Italians as the entire force of the Anglo-American attack will be channeled toward Germany in addition to a strong Russia. It can also be readily seen that another article would be required to deal effectively with the details of this variation.

PREVIOUS EDITIONS OF THE SPANISH GAMBIT

The 3rd edition of the *THIRD REICH* rules has restricted the effectiveness of the Spanish Gambit from the 1st edition in several ways. For the sake of being complete, the important changes should be mentioned. The gambit has become more difficult because:

(a) The fall of Gibraltar causes the British to lose only 25 BRPs, not 50 as in the first edition.

(b) It is more difficult for the Axis to create an air war of attrition (without these two rules the Germans could wipe out an entire year of British economy at Gibraltar!)

(c) The Italian fleet has lost much of its potency to the new naval rules.

(d) The addition of the Thames river coupled with the three units in London makes the Axis sea invasion more difficult.

(e) The Spanish prestige rules (46.3) make it more difficult to activate the German minor allies and negates the German third variant event (activating the Vichy French), which would increase Axis naval (and perhaps air) supremacy if drawn.

(f) Gibraltar is now a two front port and overrun fleets can escape to either front.

Thus, under the previous editions the invasion of England was much more direct, and without the Thames it was much easier to take London once ashore. The Axis and British fleet would collide in total, with the British needing a 5 or 6 casualty roll to really dent the Axis invasion troops. The chances of the Germans both landing at L23 and exploiting into London (and using the airborne) were very good. Hex L23 was definitely the place to invade and the attack on London, even if postponed a turn, would be a 1-1 83% with a negligible British counterattack as the Axis had air supremacy.

Although the Spanish Gambit has lost some of its strength with the 3rd edition rules, so has the "standard" Poland-Low Countries-France-Russia strategy. The following changes have made the standard strategy much harder for the Axis (and rightfully so, as the first edition was too much in their favor).

(a) The Russian "free" Siberian troops.

(b) Italian capitulation occurring if the Allies fulfill the specified criteria.

(c) Restrictions imposed on the German Minor Allies.

(d) Restriction of the Italian navy's power.

(e) Allowing the Allies to not only bring the strategic warfare situation under control but to allow them to reverse the tide and reduce the Luftwaffe.

CONCLUSIONS

I have attempted to show that the Spanish Gambit is a feasible German strategy with a good chance of success. This depends strongly upon the British reaction. With "perfect" British play the overall success probability would be in the neighborhood of 40%. This could be much higher in actual practice. In a game like *THIRD REICH* it is impossible to analyze every alternative plan in detail. This gambit can occur in many forms, and one article would have to go to extraordinary lengths to deal with them all. It should be noted that most of the calculations were made assuming that the British reacted correctly (more or less) to the threats against Gibraltar and London. The English defense in Figure 5 leaves only miniscule forces in the Med that will quickly be overrun, but this is a must in order to save England.

There are so many wrong defenses and only a few good ones. The chances of success of the gambit can easily be much higher than 50% depending on the caliber of the British response. The operation can be extremely successful if the Germans have enough BRPs to attack London in the same year that Gibraltar falls—the British may have no BRPs left to launch a counterattack.

The Spanish Gambit can be even more effective if at some point the Germans take two turns in a row, but this could be difficult to predict. Possession of variant counter #4 would give Spain to the Axis and ease the gambit considerably, making it the obvious grand strategy to follow.

A final point is that with all the low odds die rolls, some might compare the Spanish Gambit to a 2-1 attack on Tobruch in *AFRIKA KORPS*. On the contrary, while almost any Axis commander in *AK* can back the British into Tobruch, it takes considerable skill to execute the Spanish Gambit properly. One must take France quickly to even begin it and then have planned correctly enough to take Spain, Gibraltar and London in cool succession. Slightly improper positioning or execution can cause drastic problems. Don't expect to take Spain quickly with a much smaller force than used in this article.

Any good *THIRD REICH* player must realize that regardless of which strategy the German chooses, he must be willing to make 1-1 attacks against a good Allied player. Any German afraid to attack at 2-1 is being totally unrealistic. As noted previously, if he can afford the exchange, the chances of success of the 1-1 is 83.3%, something which often just can't be passed up. Not to say that the Germans should always attack at 1-1, but if there is no better way and the incentives are high enough, do it and don't feel terrible if a "5" is rolled.

Finally, this article is written just as much for English players as for German players. Hopefully having seen the consequences, English players will exercise a bit more caution.

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NEW PBM KITS

The new version of *BATTLE OF THE BULGE* is not only one of the most exciting and playable wargames to come along since *RUSSIAN CAMPAIGN,* it is eminently suitable for play by mail. In fact, the designer (a postal competitor from way back) kept play-by-mail uppermost in mind while designing the game. When ordering, be sure to specify that you want a kit which is usable for your version of the game as play-by-mail kits are still being sold for the 1961 version.

Also available for the first time is a PBM kit for *FORTRESS EUROPA*. Play-by-mail kits come complete with all necessary instructions for postal play and can be obtained for *AFRIKA KORPS, ANZIO, BLITZKRIEG, D-DAY, LUFTWAFFE, PANZERBLITZ, RUSSIAN CAMPAIGN, STALINGRAD,* and *WATERLOO* in addition to the above games. Each kit sells for $7.00 (although half-size kits are available for $3.50). If ordered separately, PBM instructions cost $10.00. Usual shipping charges (10% of purchase price for domestic orders, 20% for Canadians, and 30% for Overseas) apply to all orders. Maryland residents please add 5% state sales tax.

THE NORWEGIAN CAMPAIGN

INVADING NORWAY IN THE THIRD EDITION THIRD REICH

by Michael Anchors

Michael Anchor's series of articles on strategy in THIRD REICH may not be the best material that has ever seen print in THE GENERAL but it has certainly been the recipient of the most pre-publication editorial scrutiny! Due to the changes in the game wrought by the third edition rules, I was quite concerned about starting a new decade of THIRD REICH strategies off on the right foot. Thus, Mr. Anchor's series made the rounds of no less than four separate critics—each of whom cut a swath of red ink across succeeding drafts that eventually numbered six manuscripts before one made it to typesetting. The various contributing editors still differ with Michael on various sundry points, (some of which are noted herein in italics), but differences of opinion on the best way to play games are what makes them interesting. In the next issue, Michael moves on to an analysis of the French Campaign.

Avalon Hill's *THIRD REICH* is one of the most widely owned and frequently played games in the hobby. As wargames go, it has a fairly large literature associated with it. However, there are not many articles on any wargame, including *THIRD REICH,* that go into game strategy and tactics with the attention to detail characteristic of articles on bridge, go, backgammon and chess. I would trade ten published variants of a game for one good idea on how to play it better. *THIRD REICH* is an ideal subject for chess-like analysis because it can be broken down into three or four crucial campaigns and each analyzed exhaustively. I do not think analysis of that nature would make the game less enjoyable to play—it hasn't dimmed the popularity of chess. It makes the game more enjoyable. The Allied or Axis player who gets the best result for his side in Norway, France and Russia will not often lose! Therefore, I have chosen these campaigns for study. Who cares if Celere gets to Tunis?

The key task in the early part of any game against an unfamiliar opponent is to figure out how competent the opponent is since that piece of information will tell how much you can get away with. In games as finely balanced as Avalon Hill's *THIRD REICH* you need some 'tricks' in order to be a consistent winner. I gauge Axis players by how well they handle the Norwegian campaign. The geography of that region is such that much ingenuity and familiarity with the rules, in this case the Third Edition, are needed to project military force into the region intelligently.

The British player sets up before the German so he must provide for the security of the Home Isles as well as a flexible posture toward Norway. In older editions of the game, an invasion of England on Turn 1 was not a practical German option. The invasion force would reach England with its passenger only if all intercepting British or French fleets failed their interception die roll, an 8% chance at best. In the Third Edition the German fleets have a technological advantage (a +1 DRM) and naval casualties are reduced so that the invasion force would get to England 59% of the time when opposed by an equal number of British fleets. In the actual situation, if Britain tries to intercept two German fleets with a panzer passenger, using three British fleets in England and two in Gibraltar, the Germans would be turned back 75% of the time. That means the Germans would get ashore 25% of the time, compared to 8% in older editions.

Once ashore, the Germans can be tough to dislodge. If the Germans land at J25, they can receive DAS from Wilhelmshaven; they can secure Great Yarmouth and SR units through it even if the British occupy Harwich. The trouble with J25 is that it's too far away from London. The Germans are better off landing in L23 because there they put London and Portsmouth in a ZOC. If the British counterattack fails, the British can neither build units in London or Portsmouth nor SR units there; with the defenders in those two hexes weakened by casualties, the Germans can seize one or both hexes and the wicket gets sticky.

Can the Axis provide DAS for their forces in L23? Yep. An air unit can't be placed in the German beachead on the first turn, but the Germans could seize the Hague, and even Brussels or Antwerp, depending on how many units they would be willing to divert from the Polish Front. The Germans would then SR one or more air units that did not fly an offensive mission to those cities to provide DAS over L23. This exercise need not entail much added cost. The 15 BRPs for the Offensive option was already pledged for the invasion mission. A DoW on Holland is only 10 more. If the Germans use infantry to seize the Hague, they can still get 2:1 odds on Warsaw. Alternatively, they could SR a lent Italian air force to the Hague and leave the German forces facing Poland intact. With the German invasion force covered by DAS from the Continent, the British would have to counterattack 13-23 factors in L23, and an "A Elim" would equate with "Britain elim."

Even if the German invasion bid failed, it would succeed strategically if the British have to use their fleets to stop it because those fleets would then be unavailable to invade Norway or escort British units to France and Africa. The Allies can defuse this problem by basing the French navy in the Channel and using it to intercept a German invasion. The French fleets will intercept the Germans 83% of the time and turn them back only 55% of the time owing to their technological disadvantage, for an overall success rate of 46% compared to 75% for the British fleets. The French fleets can SR to the Mediterranean in time to counter Italy because Italy can't call an Offensive Option in the same turn she enters the war.

In summary, for the safety of Britain and the Empire, the best course is to garrison England strongly so that the combination of the French fleet in the Channel and British ground forces able to counterattack with French air support will deter the Germans from attempting an invasion of England in Fall 1939, especially since the British fleets would still be free to escort units to France and Africa.

I would recommend the following placements: a 3-4 infantry in L23. The other 3-4 infantry and a 4-5 armor set up in the Portsmouth, defending a crucial beach hex and serving as the stuff of a future invasion of Norway. Three fleets to Scapa Flow and one air wing to D28 to intercept a preemptive German invasion at Bergen on Turn 1. We've discussed a German invasion of Britain; now we have to say a few words about a German invasion of Norway.

If the Germans take Bergen, the British, in their turn, will be able to get ground units into Norway only by invading at Bergen, meeting strong German units on the beach instead of weak Norwegian units. The same things said about British and French naval opposition to the invasion of England apply to naval opposition to the invasion of Norway: the British and French navies can block the Germans 75% and 46% of the time respectively. However, there is an important difference: Bergen is guaranteed to be defended by a Norwegian ground unit whereas the Germans can always find an undefended beach in Britain because there aren't enough British units to go around, assuming some units start in Egypt. The Germans will have to attack one tripled combat factor at Bergen without Luftwaffe support. The Germans have only two fleets. They can't transport two armor units even if they could afford them, so there is no way for them to capture Oslo the first turn. Therefore, the Germans will transport two infantry units. Their best odds on Bergen are 2:1, exactly six factors to three. If the British air unit flying from Scotland can eliminate even one German naval factor, one of the German ground units will be lost, the best German odds fall to 1:1 and the Germans would not be able to get their unit ashore in the event of an exchange. The British air unit has a 73% chance to eliminate one German naval factor so I think putting the air unit in Scotland is worthwhile because interception with the French fleet is far from a sure thing (46%). Many experienced Allied players would set up only one of the 5-4 air units in Britain in favor of adding a 5-4 air unit to the defense of Egypt; but, I think, with the Third Edition rules in force, expert opinion will swing toward starting two 5-4 air units in Britain.

Incidentally, it would be useless for the Germans to attack the other Norwegian beach at D35 on Turn 1. They do not have enough fleets to transport two armor units on Turn 1 and cannot exploit to Oslo. The British in their turn would be able to send numerous units to Norway through Bergen and avert any easy German victory.

Assuming the German player turns down a Turn 1 invasion gambit, the usual move preparatory to seizing Norway by air in Winter is as follows: Germany declares war on Denmark and calls an Attrition Option in the West. A Panzer unit moves up the Danish peninsula through F33 ending in H31, rendering those hexes "controlled, supplied hexes". An airbase is built in F33. An infantry unit moves to I31 shutting the Danes up in Copenhagen. In the Construction Phase two infantry units appear in Konigsberg. The German airborne unit is constructed and SRs to the new airbase. The stage is set.

If the British don't do something witty, the coup de grace for Norway comes as follows: Germany declares war in Norway and an Offensive Option in the West. The best Norwegian defense is to set up both Norwegian units in Oslo, but the defense is hopeless. In the Movement Phase, nine German air factors stage to the airbase at F33 and a new airbase in G32. In the Combat Phase the Danes are conveniently dispatched, and the paratroopers descend on Oslo with air support at 3:1 odds. Losses are subtracted from the airforce, leaving Germany in control of Denmark and Norway. As a finishing touch, a 9-factor fleet SRs to Bergen to lock the British out permanently. Later in the war, a ground unit will have to be stationed in Bergen to avert an Allied paradrop that would drive the fleet out. Until then, Norway and Denmark can be left ungarrisoned except for the fleet at Bergen.

Notice that this sequence of moves for the Germans meshes neatly with the usual order of front options. The cost in BRPs is low compared to alternative methods of blitzing Norway. I have heard protests that Germany cannot spare a panzer unit from the Polish front to muck about in Denmark. Against the best Polish defense the Germans have to knock out two factors of infantry tripled in order to attack Warsaw through a non-river hexside. Let us assume the Germans use two factors of

air to counterair the Polish air force. Only one hex is available for the German units making the breakthrough attack, an armor and infantry. To get 3:1 odds the Germans would have to add eleven air factors; so be it. The exploiting armor then moves into the breakthrough hex. If the Germans can use only two of their three remaining panzer units because one is in Denmark, they would have to add sixteen factors of air to achieve 3:1 odds on Warsaw; but only seven air factors would be available. Instead, both breakthrough and exploitation attacks could be made at 2:1, but the overall risk of an A Elim in two 2:1 odds attacks is about 6%. Is it worth it? Yes.

If Germany doesn't use an armor unit to make F33 friendly, F33 can't be made friendly at all on the first turn because an infantry unit can't reach it. Unless F33 is friendly, an airbase can't be placed in it and only one German air wing (from G32) can provide support for the paratroopers attacking Oslo. That reduces the odds of that attack to 2:1 with a 3% chance of an A Elim that would allow Norway to survive and eliminate the airborne unit PERMANENTLY. Now would you rather take the 6% risk with fifteen factors of armor or air in Poland or the 3% risk with the airborne in Norway? I know my answer.

Of course, Germany doesn't have to use the airborne to conquer Norway in Winter. The Germans could invade by sea, either building a third fleet or borrowing the Italian 2-5 armor unit. With air support from Denmark, the exploiting German armor could reach Oslo and get 2:1 odds (remember we didn't make F33 friendly). But the absence of the Italian armor from Libya would have a very deleterious effect on the North African campaign (see my next article). Moreover, 27 BRPs used to build a third fleet could not be used to build armor and air for the assault on France. France would surely survive one or two turns longer. Germany can't allow that.

Lastly, Germany could leave Norway alone in 1939 (Hitler did); but that would allow the British to conquer Norway themselves and shut the Germans out forever practically-speaking. In that case, the Germans would not be able to use air and naval forces to oppose Murmansk convoys and a submarine campaign against the convoys would be decidedly less effective. Too bad the real British hadn't read my article.

Actually, we had! Churchill had already authorized a British pre-emptive strike on Norway to interdict Swedish ore shipments through Narvik, to be followed by a possible invasion of Sweden to capture the ore fields themselves. Troops were actually embarked in port when the Germans landed a few days before us! And just as well . . . the fiasco resulting from such an aggression would have lost us a lot of support in the U.S. and elsewhere . . . Marcus Watney

Now here are the nuts and bolts of how Britain should invade Norway in Fall 1939. Britain declares war on Norway and an Offensive Option in the West. In the Movement Phase of Turn 1, the fleets from Scapa Flow change base to Portsmouth, sailing west of Britain to avoid the Luftwaffe. The one fleet at Gibraltar likewise changes bases to Portsmouth. In the Combat Phase the invasion force, consisting of three fleets, a 3-4 infantry and a 4-5 armor, sails west of Britain and approaches Bergen from the north. If the Germans defend the beach hex with a Norwegian unit, the odds will be 3:1. There is a 28% chance of British casualties, but some British will certainly get ashore. The Luftwaffe has no chance to intervene, and if the Kriegsmarine sails, it will be attacked by British air and the French navy before it reaches the invasion force. The British beachhead is reinforced by a newly-constructed armor unit in the SR phase. The 4th fleet at Portmouth provides sea escort.

Actually, the best German defense of Norway is not to place a Norwegian unit *on* the Bergen hex, but instead *adjacent* to it. Defending the beach directly is futile and the Norwegian unit lost would be missed on Turn 2. A Norwegian unit adjacent to Bergen is safe from attack because without two armor units the British cannot exploit. Moreover, by being adjacent to Bergen the British are prevented from moving an armor unit to Norway by SR. The importance of that second armor unit will be seen below. The British could still get an armor unit to Norway in Turn 2 via sea transport, but they would have some difficulties: (1) more fleet factors would be required to do it, essentially two 9-factor fleets, (2) the transport mission could be intercepted by the Luftwaffe which by then would have bases in Norway and Denmark, and (3) one of the armor unit's movement factors would be used in debarkation. Thus, placement of the Norwegian unit adjacent to Bergen usually suffices to prevent a second British armor from reaching Norway for a Turn 2 attack.



The situation at the end of the German Fall, 1939 turn—Norway beckons.

Once Bergen is British, the Germans are faced with a logistical problem: how to get German ground units into Norway without a port. The answer: 'invade' D35. This was the purpose for which the infantry units in Konigsberg (remember them?) were constructed. The fleets from Kiel carry them to D35 where they establish a beachhead. The German ground units cannot move inland in the Combat phase, but can SR to Oslo since Norway is friendly. One must have been careful during the preceding Norwegian turn *not* to leave any Norwegian units in Oslo so that the stronger German units will not be overstacked when they arrive. The proper placement for the Norwegian army is guarding the approach to the German beachhead through B36 and C36. The Germans should station an adequate force of air wings in the area to inhibit the Spitfires. Finally, in the Construction phase the German player should not forget to leave additional ground units stacked in a Baltic port to reinforce Norway on Turn 3. Until Bergen is captured, German ground units can get into Norway only by invading D35 and that means they must start their turn stacked in a port.

If Britain wants to settle the affair in Norway, a maximum effort has to be made on Turn 2. This will include building an airbase in Bergen and staging two air wings there. The British will have two options: a direct attack on Oslo or a breakthrough and exploitation through C36 to the German beachhead. If the better of the two options is only a 1:2 odds attack on Oslo, the British should settle for a partition of Norway with the British controlling Bergen and the Germans Oslo. With Bergen British, German air and surface fleets cannot oppose the convoys and submarines are less effective. To avoid these penalties the Germans will eventually have to attack the well-stacked beachhead at Bergen. That attack may cost a lot of German casualties, will use forces needed elsewhere, and it will be difficult for Germany to get her ground forces back out of Norway. This isn't so bad for the British, it's better than a lousy 1:2 on Oslo.

If the British can get a 1:1 on Oslo on Turn 2 the decision is more difficult. Depending on the exact units involved, the British would have a 50-70% chance of taking Oslo. If they roll an A Elim, the show is over. If the British even take a lot of casualties, they would be hardpressed to hold Oslo against a German counterattack from D35. The counterattack would be well-supported by the Luftwaffe. With 1:1 odds on Oslo, go for it if you're a lucky roller. If you know how to wait, leave Oslo alone.

One final note: If the Germans neglect to base the airborne in Denmark in the Fall and do not prepare a 2-armor invasion force, there is no way for them to take Oslo in the Winter turn. As I said at the beginning you want to find out quickly how competent your opponent is, and failure to put the airborne in Denmark means either that he is not very competent or he is smarter than this author. The British might consider deferring their own invasion of Norway in favor of reinforcing France and Egypt. I recommend invading anyway because it may be inconvenient later. If the invasion is deferred, however, the British must remember to keep a 2-armor invasion force ready at all times, in case the Germans threaten Norway. A 2-armor invasion force can take Oslo in one turn. *No it can't! Consider the Norwegian defense of 1-3 (Oslo) and 1-3 (C34). The exploiting armor cannot then advance into Oslo after combat since it would break the exploitation chain. The minimum requirement for the British to take Oslo in one turn is then three armored units. . . . Marcus Watney.* The armor of the invasion force could be transported to France instead, if needed. Alternatively, the invasion forces could be based at Cherbourg, ready for France or fjords.

I would like to express my appreciation to Larry Bucher, Marcus Watney, and Bill Nightingale for reviewing this article. Many ideas included in the article were contributed by them, although I don't claim their endorsement of the whole British invasion concept.

Comments and/or suggestions to Michael Anchors, 2024 Walnut St., Durham, NC 27705

BULGE PBM KIT

A Play-By-Mail kit for the new '81 version of *BATTLE OF THE BULGE* including complete instructions is now available for $7.00 plus 10% postage and handling charges (20% to Canada; 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new '81 edition of the game or the old '65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD. residents please add 5% state sales tax.

OPERATION SEA LION

By Harold C. Stevens

INVADING THE SANCTITY OF 3RD REICH'S 42 SCENARIO

"Those who forget history are condemned to repeat it" is as valid a truism for game design, as it is for life. Back in 1974 when THIRD REICH was originally released the biggest of many flaws in the development of the game was Britain's vulnerability to an airborne invasion and seizure of London. You'd think we would have learned our lesson, but as Harold Stevens illustrates below such is not the case. This time our playtesting (which concentrated on the Campaign Game and the 1939 scenario) did not catch Britain's initial vulnerability to a belated Sea Lion on the first turn of the '42 scenario. While such a move is certainly no sure thing, the presence of such an all encompassing one turn gamble on the very first move is a genuine flaw to the scenario. Our red-faced solution can be found in italics at the end of the article as well as in the official errata listing on page 46.

If Great Britain falls in the first move of the 1942 scenario of the 3rd Edition Rules of *THIRD REICH,* the Allies will lose. Not only is the extremely valuable British force pool eliminated, but the U.S. deployment will be slowed to a trickle due to the necessity of invading Western Europe. A mere garrison force will be able to stop them. Germany will then strike the USSR with overwhelming force. Yet the 1942 scenario leaves so few forces in Great Britain that the Axis has excellent chances of seizing London and holding it against any counterattack insuring victory in one move.

Let's review the situation. Great Britain has four fleets to defend the island nation. Two more fleets in Gibraltar have good prospects of intercepting Axis naval missions. One lonely RAF 5-4 protects the sky while four 3-4 infantry and two 4-5 armor meet them on the beaches, the landing grounds, fields, streets and hills.



Figure 1: Operation Sea Lion. Italian air forces stage from Turin and Milan. Two armor units at Wilhelmshaven can board the fleet and be transported to enemy ports should the opportunity arise.

Several new rules in the 3rd Edition strengthen the British home guard. The river Thames has been added creating another hurdle for any Axis attack on London from the south. The new rule forbidding transport to a port that had been seized by airborne units during that player turn relieves the British of the necessity of defending every port from Rosyth to Plymouth.

Despite these rule changes, the Axis can concentrate an enormous force capable of capturing London and holding it on the first turn of the 1942 scenario. Four naval fleets with a +1 DRM advantage over the Allied fleets, can set up to provide invasion transport for two 4-6 armor units. Twenty German air factors can set up to strike London, and the Italians can easily stage their ten air factors to participate in the blitz. (The Italians cannot lend units until the SR phase so if these units participate, Italy must pay 15 BRPs for an offensive option.) Furthermore, lurking about sinisterly is the 3-3 airborne ready to pounce on any British weakness.

The Britsh navy has poor chances of keeping the Axis navy from depositing armor on London's doorstep. The four home fleets by themselves are unlikely to defeat the Axis. (According to the new rules, a defeat after DRMs are added causes an automatic abortion of the naval mission.) Their chances of making the interception are, in most setups, 83%. Due to the advantage of the superior German DRM, however, their chances of winning the engagement are only 42%. Fleets from Gibraltar are 67% likely to join interceptions of Axis fleets at Plymouth or the hex east of Plymouth. In most other hexes they join in 50% of the time though the chances fall to 33% at Rosyth. If the two Gibraltar fleets succeed in interception, Germans lose their DRM advantage and British likelihood of thwarting the German mission rises to 58%. (Ties abort offensive naval missions.) One could try to use American fleets to intercept, but since they fail 83% of the time, they rarely contribute.



Figure 2: London by blitz. Three factors of airborne plus nine factors of Ground Support make a 1:1 attack on an underdefended London. 83% of the time London will fall and be held by the Axis against counterattacks.

Once the Axis armies cross the channel they find little to stop them. At least seven British ground factors must guard London. If only four factors garrison London the German 3-3 airborne unit plus eight factors of air ground support will assault London at 1:1 odds (Italian air is used for Ground Support so that German air units with their higher DRM are available to intercept British DAS). One out of six times the whole attacking force will be eliminated. Most of the time, however, the Axis will be able to absorb casualities by eliminating their participating air factors in case of an Exchange result. The airborne, thus, survives to occupy London, and 22 Axis air factors remain in reserve ready to use. Eleven of those should be held back to provide DAS to the airborne when surviving British units totaling 16 combat factors counterattack. Such a counterattack will be at 1:2 odds making success extremely unlikely. The remaining eleven German air factors stand by to intercept the British air should the RAF attempt to lend DAS to London (72% chance of total elimination of the five British air factors). Of course, if the RAF saves itself for the counterattack on London, the Axis will use the 11 air factors for DAS.

With two ground units stationed in London, four units are left with an improbable task. Four hexes contain invadable beaches. Figure 3 presents the best possible British defense. A 3-4 infantry unit occupies the beach at J25 and another patrols L23. A nine factor fleet based in Southhampton prevents an invasion there. Another 3-4 infantry unit waits on the beach west of Southhampton (L21). London has its maximum defensive allotment of three counters: the two 4-5 armor units and the remaining 3-4 infantry. The RAF is stationed back far enough to avoid counterair and close enough to add DAS to all vulnerable points.



Figure 3: Two armor units invade from Bremen. One unit makes the breakthrough at beach hex J25. During the exploitation phase the second armor attacks London. The airborne and 19 factors of air lend support. Italian air is used for Ground Support so that German air with its better DRM can be saved to intercept.

Yet even this strongest of British defenses most likely will fail to prevent the Axis from making a 1:1 attack on London. The four German fleets carry two German armor units in a sea invasion against J25. One armor unit of four combat factors, four factors of shore bombardment, and five factors of Ground Support from Italian units stationed on the continent assault the beach at 1:1 odds. Any outcome except the total elimination of the attacking units results in a breakthrough. The remaining four factor armor exploits and attacks in conjunction with an airborne assault on London. Fifteen factors of air add Ground Support to make the attack at 1:1 (22 to 22). Nine air factors remain available to intercept any DAS. One-sixth of the time all attackers are eliminated, and one-third of the time an Exchange results in destruction of all units. But at least half of the time, the airborne unit will survive to occupy London. The one unused air factor survives to supply DAS so that the remaining British units counterattack at abysmal 1:2 odds.

True, the above Axis attack is a mighty risky venture. Nevertheless, considering the prize of immediately knocking out all British forces and drastically stemming the flow of American forces to the Western Front, many would think it worth the gamble. By offering the Axis an early albeit risky, opportunity to conquer England, the 1942 scenario destroys what should be a twelve turn game. The Axis is likely to try this strategy and call the game if it fails. If the Axis succeeds the Allies are likely to throw in the towel.

To prevent the early demise of Britain one simple change is needed in the scenario. Allow the British to exchange 3-4 infantry units for their equivalent in Replacement units. The 3-4s of course could be constructed later. The six Replacement counters allow the British enough forces to man the beaches, ports, etc. and make Sea Lion less tenable. The '42 scenario becomes more than a one-move game and the intriguing, risky adventure the 3rd Edition rules make it. It allows the British at least the chance to never stop fighting.

Questions should be sent to Harold Stevens, 424 Conchas NE, Albuquerque, NM 87123.

Continued on Page 18, Column 3

YET MORE POSSIBILITIES

ADDITIONAL VARIANT COUNTERS FOR THIRD REICH

By Larry Bucher

When Larry and I redesigned THIRD REICH we discussed at length the wisdom of making the variant counters a required part of play and doing away with their old optional rule status. The big factor in favor of the change was simply that the variants added so much interest to the play of the game and got it out of the stereotyped rut of the historical sequence of events that repeated play often generated. The negative aspect of making the variants part and parcel of the basic game was that it would force an ahistorical, albeit possible, event to occur and thus destroy the chance of playing a purely historical game. The answer to this problem was found in the development of the Intelligence Table in which players could conceivably void their opponent's variant counter thus allowing the possibility of a purely historical game while retaining the chance for a surprising twist that could wildly fluctuate the prevailing strategies. Yet another argument against enforced employment of the variant counters was the extreme power some of the possible variant combinations embraced. The Spanish and Turkish Minor Ally draws were widely viewed to be extremely powerful tools for the Axis and a threat to play balance. My solution for this was not to do away with the variants, but rather to increase their number so that the chances of drawing a particularly strong variant are diluted. Many of the following variant proposals are worthy of placement within the original ten, but we felt that the new proposals could not be playtested sufficiently prior to publication to warrant breaking up the original, time-tested set. Therefore, it was decided to offer a new set of ten variant situations to augment the original ten strictly as an optional rule. I think you'll find that by blending the two sets of variants into one combined range of possibilities that the game will be even more exciting and less luck dependent.

The extra variant counters introduced here for use with *THIRD REICH* should be used with skepticism and caution—a couple of cautions at least. They have not been playtested, not at all. And they have not been exhaustively examined for possible conflicts with the new rules, with the existing variants, or even with each other. Examined, yes, but not exhaustively, and unforeseen rule complications are virtually guaranteed to creep in somewhere. However, players who have grappled with the old *THIRD REICH* are certainly not strangers to rule complications; no group of gamers should be better qualified to cope!

Players who dislike fooling with home-made counters can easily crank in the additional variants by adding a hidden draw from a deck of cards at the time they draw variant counters. If the draw is red, the counter drawn is an original 1-10 variant; if black, it's one of the new 11-20 variants below.

Axis Variants

#11 Unrest in French North Africa. Play during any Axis player turn provided Axis control at least three hexes of European France.

If played while North Africa is Vichy, each colony becomes a minor neutral with forces of: Tunisia, one 1-3; Algeria, three 1-3s; Morocco, two 1-3s. Any Vichy units present in North Africa are removed from the game permanently.

If played while North Africa is Free French and/or under Allied control, the Axis may construct partisan units in each colony, in the same numbers as above.

If played before the fall of France, France must maintain at least three 2-3 infantry and one 5-4 air in North Africa. Conditions must be met by the end of the French player turn after the counter is played. If unable to do so, France loses 15 BRPs each turn conditions are not met, and may not use SRs for any other purpose. When France falls a normal colony die roll is made and the appropriate one of the two above procedures is followed.

#12 Poland backs down, Hitler obtains corridor without war. Hexes J35/K34/L34 become part of Germany. The Fall 1939 turn opens with no one at war; Britain, France, and Poland are not yet actively allied. Germany does not get her free offensive option in the East; her 20-factor requirement in the East is still in effect. Russia may occupy east Europe (Baltic States and Bessarabia) as usual, but may not enter the eastern half of Poland until Germany does attack Poland. Either Britain or France may declare war on Germany at no BRP cost, whichever one does so *last*. Play prior to opening setups. Not applicable to 1942/44 scenarios.

#13 Stalin is more obdurate than usual and Axis anti-communist propaganda more potent. Anti-communist attitudes harden in west. U.S. may not grant BRPs to Russia; Britain may grant no more than 20 per turn. Play when Russia enters war, or at start of 1942/44 scenarios.

#14 Bavarian redoubt: Berchtesgaden becomes both an unlimited supply source and a fortress. It, in addition to Berlin, must be captured and held for one opposition combat phase in order to conquer Germany. Play immediately (may not be delayed) when Allies advance into any hex of Germany, but not before 1943. Not applicable to 1939 scenario.

#15 Improved German planning and preparation for winter operations. The Russian Winter rule is negated. (But Allied variant #10 still has full effect if held.) Play whenever Russian player seeks to invoke Russian Winter rule. Not applicable to 1942/44 scenarios.

#16 Wafdist rising in Egypt. Axis may construct two partisan counters in Egypt. They are not able to close the Suez Canal nor to cost Britain 25 BRPs by occupying Suez and Alexandria. Play during any Axis construction phase provided at least one supplied Axis armor or infantry unit is in Egypt. Lost Wafdist counters may be reconstructed *only* if an Axis armor or infantry unit or another Wafdist counter is present in Egypt.

#17 Germany expands airborne capability. The 2 Fsjr may be treated as an airborne unit. Play when 2 Fsjr constructed, but not before 1942. Counter may not be played if 2 Fsjr has already been constructed as ordinary infantry, nor if 1 Fsjr has been taken as a casualty at any time.

#18 Goering puts more emphasis on bombers; Battle of Britain deals heavier damage to British industry. Play only on first Axis player turn following fall of France, for immediate effect. At end of German combat phase, count German air factors within four hexes of London, subtract number of British air factors within same radius, and subtract that number of BRPs from Britain. Italian air doesn't count, even if lent. Not applicable to 1942/44 scenarios.

#19 No anti-Nazi coup in Belgrade. Yugoslavia becomes an Axis minor ally at the same time as Hungary. Only two partisans are allowed in Yugoslavia and only Russia may construct them. Allied attack plus Axis intervention (25.2) could also activate Yugoslavia. Play when Hungary activates, or when intervening in Yugoslavia, or at beginning of 1942/44 scenarios. Yugoslav forces are limited to Yugoslavia, Albania, Greece, Rumania, Hungary, East Europe, and Russia.

#20 No Pearl Harbor. Play just prior to Allied winter 1941 construction phase, or at beginning of 1942 scenario. Not applicable to 1944 scenario. Roll one die:

1: Japan does nothing. U.S. enters in Summer 42 on roll of 6, Fall 42 on 5-6, etc., Summer 43 and thereafter on 2-6. U.S. naval combat modifier becomes +2.

2 : Japan attacks Russia. U.S. enters in Spring 42 on roll of 6, Summer 42 on 5-6, etc., Spring 43 and thereafter on 2-6. Free Russian builds (15.6) are not allowed; Russian force pool is permanently reduced by five 3-3s. U.S. naval combat modifier becomes +2.

3-6: Japan attacks only British/Dutch possessions. U.S. enters in Summer 42 on 4-6, Fall 42 on 3-6, Winter 42 and thereafter on 2-6. Common to all rolls: U.S. may begin to build SW in a given YSS if she is already in the war *or* succeeds in entering in the Spring turn immediately following that YSS. U.S. may always begin to construct force pool units and to make BRP grants in Spring 42; but limits *until* entry are 27 BRPs/turn on construction, and 20/turn, 60/year on grants.

Allied Variants

#11 Belgium and Luxembourg agree to defensive cooperation with Allies. Allied units may enter in Fall 1939 (but may not set up there) and Allied air units may fly DAS against any Fall 1939 Axis attacks. Axis must still declare war in order to enter or to attack any units in these countries. Allied units may not move across nor attack across the German frontier from these countries, and Allied air units may not cross their air space to reach Germany, until they are attacked. Belgium becomes a French minor ally upon Axis DoW. Play prior to Axis Fall 1939 movement phase. Not applicable to 1942/44 scenarios.

#12 Allies may buy off Italy for one year only (provided Italy is not at war with a major power) by demilitarizing (completely evacuating) Malta, Tunisia, and Corsica and paying 25 BRPs to Italy. Allies must evacuate the areas on the turn they play the counter (note that this could necessitate the destruction of some units on Malta). Italy may not declare war on any major power until the game turn one year from the time the counter is played; thereafter she may declare war on either the Allies or Germany at her option. The Allies may not reoccupy the demilitarized areas either during *or after* the one-year period unless at war with Italy. Italy's multi-player victory conditions are raised by two objective hexes in the 1939 scenario and become 3-4-5-6 in the campaign game. *If* Italy later declares war on Germany, German multi-player victory conditions are reduced by four objective hexes. Play during any Allied player turn; normal SR procedures must be used to get the BRPs to Rome. Not applicable to 1942/44 scenarios.

#13 "Purge him before he purges you." Tukhachevsky paraphrases a traditional barracks axiom and removes Stalin. The Red Army is not weakened by purges; Russian infantry availability is as follows:

1939 Campaign:
At Start: four 3-3, ten 2-3, three 1-3
Allowable Builds: six 3-3, seven 1-3
Available 1942: ten 3-3, five 1-3

1942 Scenario:
At Start: ten 2-3, twelve 3-3
Allowable Builds: eight 3-3, fifteen 1-3

Play during opening setup. Not applicable to 1944 scenario.

#14 Full Anglo-French cooperation. All restrictions of rule 34 are ignored. Play at beginning of any Allied player turn. Not applicable to 1942/44 scenarios.

#15 Hitler assassinated. Germany must pass on all fronts. Air and naval units are frozen in place. No DoWs may be made. 100 BRPs of the German per-turn spending limit are frozen—they are not lost, Germany simply may not spend them for any purpose during her turn. Ground units moved by SR may end their SR only in Germany. All restrictions apply for one entire Axis player turn only. Play at start of any Axis player turn in 1942 or later, provided Allies have already taken their own player turn (Axis are moving second).

#16 France builds armor instead of Maginot. The Maginot fortresses are plain terrain; all three French armor units are available at start. France may choose to add to her allowable builds either (a) three more 3-5 armor, or (b) one more 3-5 armor and one more 5-4 AF. (Counters must be provided.) Play during French opening setup. Not applicable to 1942/44 scenarios.

#17 France extends Maginot Line to channel. All French hexes bordering Belgium are fortresses. Play during French opening setup. Not applicable to 1942/44 scenarios.

#4* Spanish civil war won by Loyalists. Spain sympathetic to western democracies and will activate as minor ally if France is still in game at 1941 YSS, *or* if Rome and all of Africa are under Allied control. Spain becomes a French minor ally if France is still in game, otherwise British; the major power must pay 35 BRPs to activate Spain. As an exception to usual minor ally rules, Spain does not disappear if France is conquered after this counter is played; rather, she switches her allegiance to Britain and Britain inherits her BRPs at next YSS. Allies may build up to four partisans in Spain behind Axis lines if Axis enter.

SPECIAL: The Allies must roll one die when they first attempt to activate Spain (in addition to the roll required by 33.63). If this special roll is '6', the Loyalist government is communist-dominated and Spain can activate only as a Russian minor ally, and only if Russia is at war with the Axis. The other conditions do not apply.

If Spain becomes either a French or British minor ally, Portugal simultaneously becomes a British minor ally. Play at start of any Allied player turn. If Axis have entered Spain, Allies may play counter solely to be able to build partisans.

#19 No Winter War. Not having suffered Russian attack and land-grab, Finland has no bones to pick eastward and will not activate as a minor ally. If attacked, she will become a minor ally of any intervening power; otherwise she remains a minor neutral. Play during 1940 YSS or prior to opening setup of 1942/44 scenarios. Any Axis units in Finland must be relocated to Germany (at no SR cost) when the counter is played in 1940, and Finland may not then be attacked by Russia until Russia is at war with Germany. Counter may not be played if anyone has declared war on Finland.

#20 Roosevelt outfoxes isolationists; U.S. may enter early. Beginning Winter 1940 U.S. rolls one die at start of turn; may enter on: Winter 40, 6; Spring 41, 5-6; Summer 41, 4-6; Fall 41, 3-6; Winter 41 and thereafter, 2-6. Subtract one from the die roll if France is still in the game; add one if Axis control a port or bridgehead in Britain. The U.S. base if she enters in 1940 is 145; in 1941 it is 185. U.S. At-Start forces are:

Winter 40: four Inf, two Fleets
Spring 41: five Inf, three Fleets
Summer 41: six Inf, three Fleets, one AF
Fall 41: seven Inf, four Fleets, one AF, one Armor
Winter 41: nine Inf, four Fleets, one AF, one Armor

The U.S. force level is fixed, and she begins to pay BRPs for additional construction, whenever the die roll permits her to enter, whether she chooses to declare war on that turn or not. Her usual allowable builds are not available until 1942. U.S. may build SW in 1941 YSS should she succeed in entering in 1940 or in Spring 1941. Play at start of any game turn Winter 1940 or later. Not applicable to 1942/44 scenarios.

*—Treat the rulebook variant #4 (Allied) as #18 and vice versa. This is necessary to exclude the possibility of Allies and Axis both holding a Spain variant.

The #12 variants are likely to encounter the most skepticism, particularly from conservative players. While Allied #12 shouldn't be all that devastating in a two- or three-player game, a lone German will be hard pressed if the Italian player can be persuaded to join the good guys. The victory condition tinkering is an effort to prevent total imbalance in such a situation; whether it is adequate or not is unpredictable.

The course of a game which starts with no one at war is even harder to foresee. I'd expect Germany to begin by gobbling up the low countries and, if left alone by the West, to continue absorbing minors. Her superior growth rate applied to acquired minors would rapidly outpace the western economies, so I'd expect Britain and France to feel virtually forced to declare war early. Those were my initial thoughts; my second thoughts run: what if the Allies don't oblige with a DoW and instead gang up on Italy early? But all this is unplaytested speculation. BRP-wise, the variant causes Germany to lose her DoW on Poland and her free offensive in the east (25 BRPs in all) while the Allies, presuming they eventually attack Germany, lose 35.

Players who consider the #12 variants too far out and can't stomach the thought of drawing one have a couple of alternatives: they can agree to treat #12 as a result of "No Effect", or they can replace the #12s with other variants of their own design.

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THIRD REICH REVISION KIT

Few wargames have maintained their popularity over the years as well as *THIRD REICH;* the winner of various hobby "Best" awards. This popularity is even more remarkable in light of the game's admittedly poorly developed rules. In recognition of the special qualities of this title, Avalon Hill has put *THIRD REICH* through the development process again. A team of *THIRD REICH* enthusiasts from all around the globe was assembled to test the revised edition. Years of experience with the earlier edition helped formulate the revision during a blind playtest session. The results have been more than gratifying with our most enthusiastic testing response ever. A 4th edition rulebook with all of the questions & answers and errata listed in this issue is now available.

THIRD REICH '81 is much more than a cleaned up version of the old game, although the rules presentation itself is much improved over the first edition. Among the changes is a completely revised mapboard with terrain changes that have profound effects on the game, while being both more functional (no ambiguous hexes) and attractive. The scenario cards have been revised to provide more useful information at the player's fingertips and also provide the U.S. and French players with their own separate cards.

However, the biggest change is in the rules themselves. Not only are they more complete and better organized, but they contain many design changes which drastically improve play of the game. Paramount among these changes are revisions to the Strategic Warfare rules which bring the U-boats under control by 1944 and account for the Luftwaffe's absence from the battlefield as they are withdrawn to protect the Reich from Allied strategic bombing. A free Russian Replacement rule portrays the influx of Siberian forces at the crucial point of the Eastern Front, and major changes to the Murmansk Convoy rules make that aspect of the game almost a game in its own right. A completely new innovation is provided in the form of Intelligence and Foreign Aid rules which allow more political maneuvering outside the purely military sphere of the game.

THIRD REICH '81 is available now in a revised 3rd edition box for $16.00 plus 10% (20% Canadian; 30% overseas) postage charges from Avalon Hill. Those wishing only to update their old game may order the *THIRD REICH '81* Revision kit (mapboard, rules, and scenario cards) for $9.00. MD residents please add 5% state sales tax.

THIRD REICH AT THE CLUB

More Antics & Discussion at the Emerald City Card and Game Club

by Bill Nightingale



It was a blustery evening as I entered the Emerald City Card and Game Club—a good time to get out of the elements and participate in a game of one's choice. Both the card and boardgame rooms were quiet now, although in a short time they would be buzzing with activity. I headed for the lounge where a group of the Club members had agreed to gather before starting their game of *THIRD REICH,* using the new rules. All of the players had participated in the playtest and in a series of games using the final 3rd Edition rules. This was to be the last of the test games and the only one to use a six player format.

The lounge was full of players discussing past triumphs or defeats and planning conquests for the evening. As I passed one table, I overheard, "I couldn't believe my ears when RHO (Right hand opponent for those uninitiated in bridge jargon) opened three spades and I held AQ fifth--". At another table a player was saying, "I couldn't believe my eyes when in the movement phase of the first turn this turkey pushed Col. Berki and three of his squads out into the street at F4--". Obviously in both cases what followed came out well for the person talking, you could tell by the tone of voice. But how often is there an unusual or unexpected action taken by an opponent and the result is not in our favor? Are we adaptable enough to cope and try to get back at least to even, or do we just bemoan our horrible luck? In the *SQUAD LEADER* example, assuming the German player has a reasonable amount of defensive firepower available, to send the squads out without Berki is in my opinion idiotic, but the good Colonel is quite capable of pulling his units through their ordeal. It could even be that the net result of your odds on attack is some jammed machine guns.

THIRD REICH is a game that is full of opportunities to take unusual strategic and tactical actions with the intent of gaining an advantage or at least upsetting your opponent's game plan. Partly this is a result of the broad scope of historical events the game depicts and the alternate actions the participants in the actual war might have taken. The game design faithfully allows for this and even more, although for many of the unusual or non-historical actions there is an attendant risk, such as giving your opponent a chance to have two turns in a row. In addition, there has not been developed a perfect game plan or even one that is strongly preferred, and this should continue to be true, using the new mapboard and rules. The revisions add new dimensions to the game and increase the strategic and tactical options available. They also correct some of the imbalances caused by the victory conditions and operational rules, as well as clarify many of those problem areas that continually caused disagreements. Of course some game plans are better than others; however, this is to a great extent a function of one's playing style and the particular opponent facing you. What is not my cup of tea may well be yours and either of our strategies may work on a given day, providing it is at least reasonable, well executed, and our opponent reacts as we expect him to. But at *3R* you can never be sure.

As I approached the table where our group had gathered, Witch West was explaining how the game would be run. "We will operate this game in a playtest mode, that is discussion of strategy, tactics as well as rule interpretations is allowed—in fact strongly encouraged. However, this discussion should be restricted to rule and mapboard changes and their impact on strategy and tactics. In the interest of time, you should not rehash your favorite gambits that have remained unaffected by the new rules."

"The purpose of our play is to test the rules in order to establish an official Club version and submit any questions we have to AVALON HILL. There will also need to be an article written for the Club Bulletin on the rule changes and any interesting new maneuvers resulting from the playtests. We will need a non-playing recorder who can take notes on this game and help put that article together."

As she looked around, I hopefully offered to do this, thinking here was a chance to get my name in print. After some loud chuckling by the players, which I thought was a bit rude, it was agreed that I would do the job, no one else having volunteered. "We will start the game at 8:00 and so you have an hour to get a bite to eat or whatever." As the players got up to leave I noticed a copy of the latest Club Bulletin near me. In it was an article by Witch West on victory condition strategies for the new *THIRD REICH.* Ordering a hot toddy from a passing waiter, I settled back to read and await the start of the game.

VICTORY CONDITION STRATEGY IN THIRD REICH 1981

by Witch West

There is an old saying that "It is not whether you win or lose, but how you play the game." This is a fine philosophy to live by, but I don't think there are many players who can consistently lose and still enjoy playing. Even the "Little Old Ladies" who donate regularly to the bridge professionals at their favorite club get a great deal of enjoyment out of an infrequent triumph. I like to play games—be it cards, wargames or whatever, but even more I like to be on the winning side and I strongly suspect you are no different. Right? Right. Now that we understand one another, let us take a look at what makes for a winner at *THIRD REICH.*

Good technical ability is, of course, very important but by no means the only factor in becoming a consistent winner. Let me sidetrack for a moment to give an example. Chess and poker would be considered by most people as being at opposite ends of the skill-luck spectrum, and this is probably true if we are talking about the nickle/dime variety of poker. But change the stakes to anything more than you can reasonably afford and I will contend that poker requires as much, if not more, skill than chess—and 90% of that skill is psychological. Wargames have varying degrees of the unknown or hidden element with *THIRD REICH* being about in the middle. However, psychological strategy or skill is more than just bluff and deception in any game based on the roll of the die. It is the ability to operate under pressure and to use that pressure—what the die roll might be—to work for you. In a friendly game at home or through the mail, the more skillful player will win most of the time; but increase the stakes whether it be to improve A.R.E.A. ranking or win a tournament, and I will bet on the stronger psychological player every time.

Players and even some writers make comments such as: "I don't like to gamble", or "I lose when I gamble", or "that is for gamblers." The connotation being that a gambler is one who takes chances. A true gambler is a person like Kenny Rogers says in his song: "Knows when to hold them and knows when to fold them". A skillful *THIRD REICH* player needs good technical ability and to have a strong psychological awareness of what is going on. He also needs to know the victory conditions of the game he is playing. He must know where he stands at any point in regard to the final result in order to determine how much risk should be taken. An Axis player, who zips through Poland with little or no loss, is hardly scratched as he knocks off France in the spring, and then takes a 50/50 1-1 on London in the summer, is not a gambler—he is a fool. By the end of the spring turn, he had a big lead, so why blow it on one shot. Now if the Axis player had taken losses in Poland and struggled through France to take Paris in the fall, then this same 1-1 during the winter turn might be a sound move.

In Vol. 18, No. 2, Larry Bucher said, "There is no essential difference in the rules for the two-player and multi-player games other than the victory conditions." This is true as far as it goes; however, some very significant changes must be made in the strategies employed depending upon the number of players involved. The primary difference is between two-player and multi-player; however, even in the latter, the number of players will change the strategies required. The interpretation of rule 2.5 is that a player controlling two countries at the start of the game must abide by victory condition requirements of that country which initially controls the most objective hexes. This means that in a three or four player game the person playing Russia/France uses the Russian victory levels, those of France being ignored. Also in a three player game, the German victory conditions are used; Italy's do not count. I think that a three player game is basically unfair. Even an average Axis player stands an excellent chance of beating two uncooperative experts.

Let us assume that you are ready to start the Allied Fall 1940 turn in a Campaign game of *THIRD REICH.* The German has had his problems, losing two armored units and three air factors in Poland. The road through France has been rough and in the Axis half of this turn, an attack on Paris resulted in a full exchange leaving two 4-6s occupying the city. Considering air support and available ground units, the French can get a 1-2, and if the British join in an 83% 1-1 is possible. Note that these will have to be ground units since British air is prohibited from flying support over Paris. The question is, should Britain take an offensive option and participate in the attack? The answer to this depends on the type of game. If you are in a two-player game by all

means have the British attack. The odds are excellent, in fact better than you would normally get at this point in the game, so go ahead and try to push your opponent even deeper into the hole. The decision is more difficult if your chance of success is only 50%, and would depend upon your losses as well as the capability of your Axis opponent. My own inclination would be to go ahead and make a joint French/British attack, even though I am ahead at this time.

But if this is a multi-player game, no way should you have your British troops join in. The German player is already behind schedule for opening his attack on Russia, and every turn's delay makes that even worse. Assume that you do attack and Paris is recaptured followed by France falling in the winter. Germany could declare war on Russia in the spring but most likely will not be able to mount a strong attack until summer. With the losses he has sustained in the west, the German player will need his spring 1941 turn builds to get up the strength, and any units caught adjacent to the French when that country was defeated cannot be SRed east until the Spring turn. I think that many players would agree with me if this decision had to be made in the Winter 1940 turn, but I believe that a case could be made if it were Summer. With this particular German player's luck he is going to need all the help he can get to keep the Russian from eventually gaining too many objective hexes. The only exception to this would be if the Russian player was weak and you need to protect him from attack as long as possible. In a five or six player game there is the additional consideration of how long you should help the French player to survive. Winter 1940 is probably alright, but if he stays in the game until then he might make it until Summer 1941, or even go all the way. This of course is not in the British player's best interest.

Later in the game, the German player has a similar decision to make regarding Italy. Naturally if there is just one person controlling both countries, a strong German effort to protect Rome must be made. But if there is an independent Italian player, the latest he should want him to remain active is Summer 1944. In the 1942 Scenario all of Italy's victory levels are determined by survival through a specified turn or the end of the game. In a Campaign game, Italy gets a marginal for surviving the Summer 1944 turn but must end the game with three or four objective hexes to get a tactical or decisive win. If the Italian player makes it to the end he is almost certain to have enough objective hexes for a decisive victory. The timing of when German support to Italy should be reduced or eliminated cannot be precisely stated since it depends on how the game has proceeded through the earlier turns. The important point is that the German player should not help his Italian ally survive beyond the historical result.

Perhaps the reader may think that the tactics described above are rather harsh on the other players; some might call it gamesmanship. I agree, but if your intent is to win then you must at least give consideration to those tactics, else other players may use them on you. Are the French, Italian, and to some extent the Russian players destined to be mere pawns of Britain/U.S. and Germany. The answer is both yes and no. Assuming a determined German attack, France cannot survive for long without substantial British help. A French player needs to convince his ally that a German victory by Summer or Fall 1940 could be a threat to British interests in the Mediterranean. He could also work on the German and point out the advantages of attacking elsewhere before going after France. Suggesting Russia would be going too far, but Norway and/or Yugoslavia are possibilities. There is the Yugoslavia-Greece-Turkey-balance of the Med before attacking France gambit. However, as a French player you usually must be resigned to getting as much British help as possible and then hoping for the best.

The Italian player has an excellent player lure with which to try to keep the German in line—lent units, particularly those 10 air factors. This is important in both the 1939 Scenario and Campaign game. Concrete German assistance must be obtained in exchange for lending Italy's forces. This should include help in attacking Yugoslavia and Greece with Italy gaining the objective hexes if it is the 1939 Scenario. More important in the Campaign game is the need to take over in the Med and to do this, maximum possible German forces should be requested for North Africa in exchange for the lent units.

Russia is able to operate on its own to a much better extent than either France or Italy. However, the weakness of Russian ground forces until 1942, and a shortage of BRPs make the defense difficult if France falls too soon. In a three or four player game the Russian controls the French forces and can rely on his own ability to try and contain the Germans and obtain British help. He also must work on that player to get as many BRPs as possible shipped east, pointing out that if Germany is able to defeat or seriously cripple Russia the British/U.S. player does not stand a chance of winning.

There is one point that *THIRD REICH* players should remember. Sound basic tactics and strategy in a two-player game are also appropriate in a multi-player game, and when a player has his country deviate from that he does so at his own risk. A British player who pulls out of France too soon or withholds needed BRPs from Russia in order to improve his chances versus the Russian and French players may be handing his Axis opponents too big of an edge. The timing is critical and that is what makes the multi-player game so interesting.

This business of BRPs to Russia brings up another example of the difference between two-player and multi-player games—a British attack on Norway in 1939. My own opinion of this in any form of the game is rather low; however, this is not important since there are some players, perhaps many, who believe it may be necessary. In Vol. 17, No. 5 there was a Series Replay in which such an attack was used. A case can be made for this attack in a two-player game, because if the Germans control Bergen they can significantly reduce the flow of BRPs through Murmansk. This uses subs and fleets which are not required for the attack on Russia. Meanwhile, the Axis ground and air units can concentrate on advancing southeast to cut the Lend/Lease route. If this happens, Russia is going to be in trouble and the Allied player may have to make a premature invasion in the west to take the pressure off. This is possible in the Campaign game, but in the 1939 Scenario there probably is not enough time for the Germans to get that far.

One of the disadvantages of this Allied strategy is that Britain will have to pay for the cost of the Offensive option and the DOW on Norway. The new rules prohibit a power from making a DOW on another country without either moving a unit into that country or attacking its forces. This would not be possible against Norway because British and French units cannot attack from the same hex. An even greater disadvantage is the diversion of British ground units away from the defense of France, which should be the main priority in 1939. Against a competent Axis player the best that can be hoped for is to take Bergen, thereby preventing air and fleet interceptions and making the sub threat less potent. But how long can the Allies hold on to Bergen? Germany will be taking Offensive options in the west anyway, and by having some infantry units 'invade' Norway through the southern beach, the British should be pushed out long before the Murmansk runs start. However, if in Fall, 1939 you see the airborne unit in Denmark and want to stir up the action, go ahead and invade. Who knows, something good might happen—like the airborne being sent off to Stockholm. But if the paratroopers are on the French border where they should be, forget it.

In a multi-player game, the decision of whether or not Britain should invade Norway is much more complex. It depends on the relative abilities of the German and Russian players and how the game is progressing some six to eight turns in the future. In 1939 the British player does not know how many, if any, BRPs should be sent to Russia. With the new rules, they cannot be sent until Germany and Russia are at war, though I could never understand why in a multi-player game the British would want to send them earlier. If the Russian player is not very competent, an attempt could be made to take Bergen so that a greater flow of BRPs can be maintained—if you are lucky. The 20 BRPs per turn limitation through Lend/Lease is not too bad in 1941, but after that it could be a problem.

Teamed with a Russian player who is considerably stronger than the German, you probably will be sending few if any BRPs. In most games, however, the players are relatively equal or their abilities are unknown. How many BRPs Russia will need cannot be determined until at least 1941, and so why make a costly attack in 1939 that has little chance of success? If the German attack on Russia was late or is faltering, why send any and help that player gain more objective hexes. If on the other hand Russia is in trouble, the Lend/Lease route is available and when the U.S. enters, its fleets can help protect the Convoys.

At this point a couple of bridge friends stopped by the table and when they departed it was time to go to the gameroom. I would have to finish the article later, though a quick scanning of it indicated it was a discussion of the specific victory condition requirements for two-player and multi-player games in each of the Scenarios and the Campaign game. In the game tonight, it will be interesting to see how the various players interact with each other. The assignment of the major powers to each player had already been made, though I never did find out how this was done.

Great Britain will be played by Lion, a college student majoring in math and statistics. With a computer-like mind all of his moves and attacks are by the book and for this reason he greatly prefers the two-player game. Teamed with him to try and attain the joint Britain/U.S. victory conditions is Wizard, one of several Club members who play frequently in both the card and game rooms. As far as I know, his only board games are *THIRD REICH* and *DIPLOMACY*, but he is quite proficient at both, particularly in gaining advantages through dealing with the other players. He is the President of Wizard Blade Mfg. Co. which donates a substantial prize to the Club's annual *3R* tournament. An interesting pairing—the sparks could fly!

A French player in *THIRD REICH* must either love the game so much he will do anything to play, or have an early engagement so that he will have to depart soon. Tonight the French player will be Tinman, one of the original organizers of the Club and a devotee of the game. Although not a particularly strong player, he is very intense and puts out a good effort. Russia is to be played by Witch East, without question the Club's top-ranking player with great technical ability in many wargames. She does tend to be intolerant of mistakes by others and this can affect her game. Probably wishes there were only four players so that she would control the French forces rather than a player whose ability she does not think very much of.

The Axis players are Witch West as Germany, and Scarecrow as Italy. Scarecrow is another college student and considered one of the most promising young players in the Club. He did an excellent job of analyzing the new *3R* rules during the playtest period. Witch West we have already met, and she is very involved in Club affairs. She also is both a card and game player and very capable at both, though in wargames not quite up to the technical level of her Russian opponent. An interesting pairing and their approach to the game runs along similar lines, although I'm sure each will be striving hard to win. They should cooperate quite well in the early period, while the Allied players could be at odds with each other. Incidentally, the Club has put up a prize for the best performance by a player during the playtest period, and several of those involved tonight have a chance at it.

I arrived at the game table where the board, scenario cards and unit counters had been set out and by each player there was a pad of paper and a pencil so the side notes and records the new rules require could be kept. As the players were finding their places around the table, Witch West said, "We will follow the new Sequence of Play listing precisely; it is a great improvement over that which was in the old rules. If any problems arise in following the order of play we should make a note of them." The German and British players then proceeded to draw a variant counter, this now being a standard rather than optional part of the game. To start the initial setup, Lion proceeded to deploy the Polish forces so the German attack would be out of O34 in order to gain a breakthrough before exploiting into Warsaw. The new rules state that the British player sets up and controls the Polish forces (22.1). He then commented, "Of the three possible ways that Poland can be defended, this one requires the German player to use the maximum amount of armor and air units if he is to make his optimum attack on Warsaw. The expected loss statistics resulting from the ground attacks are well known; however the new air combat rule (28.432) increases the average losses by about three BRPs. In the past, Poland's air force could be counteraired by two German air factors without taking any losses. Now combat is required with a +1 DRM for each excess air factor plus a nationality DRM with Germany's being 0 and Poland's −2. Each player rolls a die and after adjusting for die roll modification, the loser removes the difference and the winner half of the air factors lost by the loser. Ties are resolved by a third die roll, with both players losing the number shown up to the factors in the smaller force. Assuming the German breakthrough attack is at 2-1 and the exploitation attack at 3-1, there will be three air factors available for counterair. Whether the attack is made by two or three air factors makes very little difference in the expected loss of three BRPs or one air factor. Even if the Germans had available six air factors for a +4 DRM, this combined with the −2 nationality DRM of Poland results in a certain win and also a 100% chance of losing one air factor."

Witch East then commented, "A point of technique, if in the past a player has split Poland's two air factors on different bases, don't do it now with this new rule. If three German air factors counterair two on one hex, there is an 11% chance of no loss to the attacker, but if the two air units are split, and the attacks are made with two and one on each airbase, there is a 60% possibility of the Germans getting off without any losses." "That is certainly true", added Lion, "The 3-2 counterair results in a 2.96 expected BRP cost to the Germans, while the combined cost for the 2-1 and 1-1 attacks is 1.33 BRPs. This is because when the attacker removes half of the defender's losses resulting from the modified dice rolls, he rounds down and 1/2 of one is zero."

This new air combat rule does increase the expected cost to the Germans, but it does not appreciably change the considerations involved in deciding how to defend Poland. However, there is a major change in the mapboard that does have an impact on this; The Hague has been moved from L26 to K26, allowing a direct attack on Brussels to be made. There are three ways that Poland can be defended. One is a setup used by Lion—call it the O34 defense; a second one is the Brest defense which requires an all armor/air breakthrough before exploiting into Warsaw; the third allows the Germans to attack the Polish Capital directly from across the river at 2-1. This latter defense in the old game had some potential economic advantages but allowed the German player too much flexibility since no armor was required to make the attack. Now though, with the mapboard change of The Hague, the river defense becomes a much more viable alternative.

There was considerable discussion of this subject at one of the playtest games, but for the benefit of those who were not present then, Scarecrow brought up the topic again. "The standard way to attack either the O34 or Brest defenses is a 2-1 breakthrough followed by a 3-1 exploitation. However, the exploitation attack could be made at 2-1, although that will double the possibility of elimination and increases the average losses. Using the 2nd Edition rules, the eight armor/air factors freed up could not be put to very good use. Of course, they might take part in a 2-1 attack on Belgrade, but this is a rather silly tactic for the German player to take on the opening turn. Now though with the new mapboard, the eight additional air factors may be put to good use in the west where the major German effort should be directed. Assuming Lion's O34 defense, Germany could declare war on Belgium and the Netherlands, and then make 2-1 attacks on both capitals in addition to the attacks in Poland, and if the Brest defense is employed, the attack on Brussels could be made at 3-1 because of the additional air factor available. But if the river defense is used for Poland, the German player can get his 2-1 on Warsaw, and either Brussels or The Hague, but not both. If the Warsaw attack is made with a 3-3, 4-6 and 17 air factors (plus two for counterair), there is one air factor available to be used in the west. This can counterair Belgium's air unit and allow two 4-6s to make a 2-1 on Brussels, but at best there is only a 50% chance of taking The Hague since a direct exchange will eliminate both of the attacking German units."

"This mapboard change is very significant" interrupted Witch West, "and makes the river defense of Warsaw a more viable option. However, by making this attack in the west on the opening turn, the German player is getting into a crapshoot. The French will need to spend some BRPs in order to avoid an initiative conversion and an attack on Brussels will be very tempting, particularly if it is occupied by only one German unit. If the British also join in, the attack will have even a better chance to succeed and I don't think the German player is going to be very happy facing a pair of 3-4s. Remember, that corridor to Brussels will still be there next turn."

Witch East added a tactical point regarding the attack in Belgium if the river defense in Poland is used, "There is an implication that war needs to be declared on the Netherlands so that Brussels can be attacked by the two 4-6s. A more efficient and tactically sound approach would be to only declare the war on Belgium and make a breakthrough attack on N25 with an infantry and armored unit followed by a 2-1 exploitation attack on Brussels. Assuming that the N25 attack is entirely cross river, a bridgehead counter can be placed there to prevent its loss through attrition."

Following is a table of expected losses that was prepared by Lion:

BRP COST TO GERMANY (EXCL. COUNTERAIR)

German Attacks	O34	Brest	Direct
Warsaw:			
Initial at 2-1	3.62	4.00	8.68
Exploitation at 2-1	5.44	5.44	N.A.
Total Warsaw Attack	9.06	9.44	8.68
Brussels	(2-1)2.06	(3-1)1.37	(2-1)3.50
The Hague	(2-1)2.06	(2-1)2.06	(1-1)3.53
Total Expected Cost	13.18	12.87	15.71*

*If a breakthrough and exploitation attack is made on Brussels, no attack on The Hague, then the total cost is 13.54.

The Italian initial setup was rather unusual for a multi-player game in my opinion. The only units not in Italy proper were the 1-3 in Albania and three 1-3's in Libya. Both 3-3's and the 2-5 were adjacent to the French border and the air units could easily stage there. This does allow the Italian player to see the French and British setup before deciding what to do. Maybe the Axis has variant counter 9 and Italy will be able to declare war on the Allies and take an offensive option. Will Tinman ignore the threat and use his normal setup, occupying the forward Maginot hex and protecting the Italian border with the 3-5 on U20. If the Axis does have variant 9, this could be disastrous. But no, the French deployment is conservative, leaving the Maginot hex vacant and putting a 2-3 and two replacement counters next to Italy with the armored unit backing them up. Tinman's only comment was "I have left P25 unoccupied since the new rules state that the Maginot hexes lose their fortress status when occupied by an enemy unit. This lessens the need to garrison it."

Lion then setup his required units in the Med, adding one 3-4 to the forces in Egypt. The remaining ground units, three fleets and both 5-4's were placed in Britain. One 3-4 was put on J25 and another, plus the 4-5, went to Portsmouth. This made me think of Witch West's article. Could he be planning an invasion of Norway? Not really his style though, and he does need to protect Britain against a German attack. The new naval combat rules increase the possibility of a successful invasion. He is overdoing it though; I think one 3-4 in Britain is sufficient. Witch East then setup the Russian units, putting them in position to occupy the East European cities. Not even going to threaten an invasion of Turkey.

The German deployment was as expected, with all the armor and air units plus one 3-3 in position to attack Poland. A 3-3 was put in Finland and the rest were placed in the west—two at Bremen, one each on R25, Stuttgart, Frankfurt and Bonn. The Fall 1939 turn was about to begin.

—to be continued— ☆

Operation SeaLion . . . *Continued from Page 13*

Harold's suggestion for remedying the British vulnerability in the '42 scenario is workable but not the one which we've adopted for the next edition of the rules. Instead, we have reduced the number of German fleets by one and changed the German Airborne unit from At Start Status to an Allowable Build. By this time in the war the Bismarck had gone down, the Tirpitz, Scharnhorst, and Gneisenau were all suffering from various forms of damage, and the Kriegsmarine had received a bloody nose in Norway. As for the airborne unit, Student's paratroops had been badly mauled at Crete and would not have been rebuilt by this time even had Hitler not lost faith in paratroops as a valid offensive weapon. ☆

Questions & Answers

2.3 In any scenario when there are two separate British & US players, how are the Victory Conditions applied to each player?
A. They always play as partners, i.e. they win or lose jointly.

2.5 Does this rule also apply when a player *begins* a multi-player scenario controlling two powers
A. Yes

3.35 May the Russian garrison unit started in Moscow, Kharkov, etc. at game start be removed as Attrition losses or voluntarily destroyed before the Germans have come within the required five hexes?
A. No

3.35 What if Russia is able to attack a non-garrisoned Finland while still not at war with Germany, and wishes to attack out of Leningrad. Could the required garrison unit in Leningrad attack out of the city?
A. Yes, but it could not advance or move out of the city, and if eliminated, it must be replaced in Leningrad in the next Unit Construction Phase.

5.6 Is Scapa Flow in Northern Scotland which is reachable by a red crossing arrow considered a one hex island for purposes of this rule?
A. Yes

6.4 Can Minor Active Allies and the major power they are allied with stack together?
A. Yes.

9.11/29.436 Assuming the Germans *intervene* in Norway following a British invasion by a seaborne invasion of their own on D35 can they place a bridgehead counter on the beach hex they invaded?
A. Yes, the beach does not become friendly to them until they actually intervene in the form of the seaborne invasion.

9.12 & 14.4 Can armor attack a vacant hex across a river and create a Bridgehead counter?
A. No—if there is no defender in the hex the defense is not tripled and therefore a Bridgehead is not eligible to be placed.

10.342/24.3 If these "temporary" BRPs are indeed lost in the next turn after the YSS, would there be any effect on SW counters already built? Would the per turn BRP spending limit be immediately reduced?
A. No

10.5 Since the Allies start the scenario with an excess of SAC units, must the Germans convert a 5-4 air unit into five factors of interceptors immediately?
A. No—although such action may be necessary after the Spring, 1945 turn or 1945 YSS turn as per 10.52.

12.11 If Poland survives the first turn may Poland's BRPs be added to those of Britain & France for determination of initiative?
A. No, although if she survives the *second* turn Britain would receive her BRPs during 1940 YSS.

14.23 May "attacker's units in one hex attack units in two or more adjacent hexes" if such defending units are on different fronts (even assuming Offensive Options on both) or is the attacker precluded by 20.2 from attacking them jointly?
A. Yes he may, but only if attacker is conducting Offensive Options on both fronts.

14.23 Could Gibraltar be attacked from two fronts at once, with both invasion fleets carrying the maximum two ground units for an amphibious assault making a total of four ground units available for the actual amphibious assault?
A. Gibraltar could be attacked simultaneously from two fronts, but the maximum number of actual ground units in the amphibious assault would still be two. Note that the two invasions would have to be combined into one simultaneous attack. One attack could not follow another on the same hex in the same turn except in the rare case of a Russian amphibious invasion as per 45.3.

14.4 Can an armor unit attack and occupy a vacant hex even if there will be no subsequent exploitation out of that hex?
A. Yes—but if there is to be no exploitation from the Breakthrough hex the attacker may not overstack therein.

14.24 & 14.37 Can a player attack from a breakthrough hex with more than two armored units?
A. Yes

14.29 Can the original attacker advance his forces following a CA by the original defender which resulted in the original defender's elimination?
A. Yes—the ability to advance after combat is limited solely to the *original* attacker—regardless of who was actually *attacking* when the elimination occurred.

15.4/32.6 Can the Russian construct non-Partisan units in a Partisan-controlled hex?
A. Yes—but remember that 15.4 requires the hex to be *supplied* as well as controlled, and that partisans do not control a hex after they leave it.

16.1 When a player sea escorts an ally's unit in the SR Phase, which unit is charged with the actual SR?
A. The unit being SRed—not the transporting unit.

16.71 Are eliminated and rebuilt US units forced to redeploy to Britain again under the limitations of Initial Deployment or can they be built in England?
A. The former.

18.33 When retreating after Attrition combat, may the defender retreat to an enemy controlled hex or into a hex creating an overstack if there are other alternate retreat routes available?
A. NO. Add the words "if forced to do so" after "overstack" in the fourth sentence so as to agree with 6.13.

21.4 Would this revocation of a DoW also apply to a Major Power? For example, could France make a DoW on Italy and then take a Pass option while Britain takes an offensive against Rome?
A: Yes; France could not declare war without moving into Italy or at least making an attack on Italian forces on moving into an Italian-controlled hex or colony.

21.4 Can Germany and Italy while still unallied both declare war on the same minor, but with only one of them actually attacking after the minor has set up his defense against the other?
A. No—if a country declares war it *must* attempt an invasion.

21.4 & 25.21 Don't these rules contradict one another?
A. No; 25.21 covers the rare case of an attack at the border which does not cross onto the "minor's soil" or is repulsed sufficiently to leave no attacking unit in the minor country.
25.22 Does this apply to an Allied power intervening in response to an Axis invasion?
A. Yes

25.4 Do these restrictions on placement of Axis Minors apply to the 1939 scenario and Campaign Game as well as the 1942 and 1944 scenarios?
A. Yes.

25.45 Should Spain become an Allied Minor Ally per 25.22, could her units enter France?
A. Yes, in this case her geographical limitations would be expanded to include both the Western and Mediterranean Front.

25.8 If the Germans start the game in an Axis Minor but then move out, can the Russian declare war on the minor?
A. Yes—the prohibition against a Russian DoW depends on the current existence of a physical garrison.

27.14 What constitutes the "east edge of the board"?
A. Any non-playable hex off the east edge—e.g. 060—south to and including Z54 is considered a Russian supply source. If the Lend-Lease route has been opened this is extended south to GG46, but not for the purposes of rule 40.5.
27.22 A unit is adjacent to a friendly supply source; both unit and source are in the ZOC of the same enemy armored unit. However, the unit can trace a legal supply line out of the capital, back to itself, through another hex or hexes. Is it in supply or not?
A. Yes

27.26 Could supply be traced through the port of Gibraltar via a fleet from say a British or Egyptian port?
A. Yes

28.14 Can Italian air bases base Italian air units that have been lent to Germany?
A. Yes

28.14 Can German air units use Italian air base counters?
A. Yes, once actively allied, but only after the player turn of the base's initial placement.

28.21 May a player, advancing during movement, create an unused airbase on a forward hex gained during that Movement Phase and then stage an air unit to it on the same Movement Phase?
A. No

28.24 Are air units in a base hex occupied by both a friendly ground unit and an enemy airborne unit forced to move before the resolution of combat?
A. No.

28.421 If an air unit is placed to give ground support for a seaborne invasion but the invasion is aborted by an intercepting naval force, is the air unit eliminated because a legal odds attack can not be made?
A. No—the air unit couldn't make an attack of any kind without ground forces and therefore is not forced to attack, but 28.455 would apply to the extent that the air unit's attempt to attack counts as an Offensive air mission.

28.4322 Does the winner remove half of the total defending factors lost including any inverted factors which were lost?
A. Yes

28.4322/28.641 The die says the loser has to eliminate one air factor. He happens to have some of his partials in use, and it develops that he has to lose *two* factors because of this, per 28.641. Does the winner now have to eliminate a factor per 28.4322?
A. No

28.4323 Does the "smaller force" include inverted factors? For example if 3 factors attack a hex with 2 active factors and 3 inverted factors and a drawn battle results what is the greatest number of factors each side can lose; 2 or 3?
A. Yes; 3.
28.435—.454 Suppose five factors of air attack a single naval factor and the latter is eliminated on the first roll. Must the remaining four air factors still attack and chance their own elimination?
A. Yes.

28.452 Does "defeated" in this rule mean complete elimination or only that the defending air factors take the greater loss in air combat?
A. The latter

28.516 Does DAS placed at the beginning of a combat phase and not intercepted or attacked remain there for possible Exploitation combat?
A. No

29.413 Are Leningrad & Sevastopol considered fortresses such that shore bombardment may be conducted against them in connection with a ground attack?
A. Yes

29.423 The reference to ground MFs for air units is confusing. Does an air unit pay one MF to disembark and therefore can only fly a total of three hexes to perform a mission?
A. Yes—but it would not have to pay a two MF cost for embarking in enemy ZOC.

29.432 Would nine naval factors (for example 8 Spanish and 1 Italian) prevent the invasion of a port beach hex, or is a 9 factor fleet counter necessary?
A. The latter.

29.432/29.5 Could naval factors displaced to a friendly port on the same front by a seaborne invasion of its port beach hex elect to automatically intercept the invasion force before displacement?
A. Yes. They aren't displaced until an enemy ground unit controls their hex, therefore the invasion hex is still their base at the time they sail to intercept.

29.52 Could Italian fleets based in the Med intercept British fleets based at Gibraltar performing missions in the Atlantic by intercepting them in the base hex?
A. No—and this would apply equally to similar situations in Kiel and Istanbul. Fleets based in a two-front port may be intercepted in their base hex only by enemy fleets based on the front through which they will move to perform their mission.

29.572 How many naval factors are lost in a naval battle where the modified die roll is a tie?
A. None; although the interceptor wins the battle and forces cancellation of the mission there are no naval losses.

29.66 Does a neutral Denmark qualify as being under "friendly control" for SR purposes?
A. No

31.1 May airborne units drop during the Exploitation Movement Phase even if there is no subsequent exploitation combat; even if no breakthrough has occurred and therefore there is no exploitation?
A. Yes; Yes

32. Can partisans stack and attack with friendly units?
A. Yes, with two exceptions: A Russian-constructed partisan may not stack with a western Allied unit, and vice versa. The principle of rule 45.4 applies here.

32. Do partisans stay in play after their country has been recaptured by the Allies?
A. Yes, but the provisions of 32.2 continue to apply.

33.55 If a '12' or higher is rolled on the Intelligience table can the player ask what the variant counter is, and once revealed can he elect not to have it nullified as a form of black mail against an uncooperative ally?
A. Yes, but once he has so elected, he can't change his mind.

33.6 After the US declares war is it allowed to give Foreign Aid to non-activated Minor Allies?
A. No

33.6 If Rumania and/or Hungary have not been activated by the end of the game, do their objective hexes count toward the German total?
A. No—no more so than any uninvaded neutral's objective hex would count for either side. If an Axis Minor Ally is never activated it is neutral.

33.6/49.4 Exactly what is the interrelationship between Foreign Aid and the Vichy Activation/Deactivation Table?
A. Germany and Britain may roll on the 49.42 table until Britain rolls a modified 1 or less, or Germany rolls a modified '6' or more. If Germany rolls a '6', play moves to the Foreign Aid die roll of 33.63. If that first roll fails, Germany may roll on subsequent turns at no cost (except for possible Foreign Aid) and does not have to roll on the 49.42 table again because Vichy France is already "activated" and is now awaiting only clearance of the Foreign Aid die roll restriction before becoming a full fledged German minor ally. Similarly, Britain may *not* roll on the 49.42 table as Vichy France is already *due* to activate. If Britain were to roll a modified '1' prior to Germany rolling a modified '6' on the 49.42 table, Vichy France is immediately deactivated at the end of the British construction phase without any Foreign Aid die rolls. An earlier discussion of this rule in Vol. 18, No. 2 of *THE GENERAL* was incorrect.

33.62 Suppose Britain captures Norway and then Sweden thus acquiring a Baltic port; may foreign aid then be given to Finland at the normal SR rate?
A. Yes

33.64 Does one reveal the exact amount *each* recipient receives?
A. Yes

34.36 If British fleets fail an interception die roll, can French fleets then try to make the interception (or vice versa)?
A. Not against that same enemy mission. All attempts must be announced before die rolls are made—if French and British both succeeded it would be illegal; therefore they can't both attempt. See also 29.57, last paragraph of the example.

34.4 & 39. Can U.S./Britain declare war on Ireland? If they do conquer it, is the German variant counter #2 voided?
A. Yes; No.

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	25	2604XOS	1
2.	D. Garbutt	23	2188EHL	3
3.	D. Burdick	24	2177FDL	2
4.	B. Sinigaglio	10	2086FGH	4
5.	P. Siragusa	18	2026CGH	5
6.	L. Kelly	18	2021VVZ	6
7.	J. Kreuz	1	2016FGK	—
8.	T. Oleson	34	2015UVZ	7
9.	J. Zajicek	28	2004GJP	8
10.	J. Beard	14	2003FEL	9
11.	D. Barker	32	1997GHM	10
12.	M. Sincavage	14	1979DEI	12
13.	R. Leach	27	1952HLQ	13
14.	F. Freeman	18	1924EEF	11
15.	F. Reese	5	1910GDE	15
16.	F. Preissle	22	1901KLV	14
17.	B. Remsburg	8	1874FGM	16
18.	J. Anderson	1	1859CDE	—
19.	C. Olson	8	1855CEI	17
20.	P. Ford	5	1850ECK	19
21.	G. Charbonneau	1	1827CEH	—
22.	P. Flory	1	1818CEG	—
23.	W. Scott	21	1814IGQ	22
24.	D. Giordanno	5	1802DEG	23
25.	R. Hoffman	11	1798FGL	24
26.	K. Blanch	27	1797HJN	21
27.	F. Ornstein	8	1796GGK	25
28.	N. Markevich	17	1782CEF	26
29.	R. Phelps	6	1775EEJ	28
30.	J. Wirt	3	1773CEE	27
31.	B. Schoose	5	1772EGK	36
32.	D. McCarthy	11	1765DFJ	39
33.	D. Munsell	20	1760FDI	29
34.	I. LeBouef	13	1759HJR	18
35.	F. Sebastian	20	1758FHN	30
36.	D. Greenwood	25	1756FFI	31
37.	E. Miller	11	1754GJO	33
38.	J. Mueller	4	1748NKY	40
39.	G. Smith	2	1741DDI	32
40.	S. Martin	18	1737FHJ	34
41.	C. Wyatt	1	1735CDF	—
42.	W. Knapp	19	1728JLS	41
43.	B. Downing	14	1726EJH	35
44.	N. Cromartie	10	1719FGO	37
45.	R. Zajac	5	1719FGH	38
46.	R. Jones	1	1710CFI	—
47.	B. Hayden	6	1696HIO	43
48.	R. Rowley	1	1693EGL	—
49.	C. Wannell	1	1688FII	—
50.	W. Letzin	21	1688DEI	45

MEET THE 50 . . .

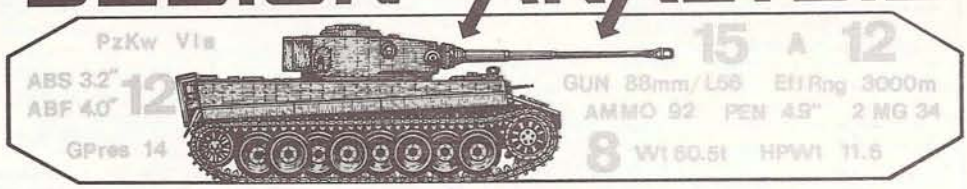
Fred Ornstein, 51, is married, has three children, and makes his living as a general contractor.

Favorite Wargame: AIW
AREA Games: AIW, DD, SL
AREA W/L Record: 27-4
Average Playing Time/Week: 7 hours
% of Time Spent PBM: 97%
Other Interests: Acting in community theatre
Gaming Pet Peeve: Bad losers/sloppy or careless PBM responses

Fred came to wargaming late in life. The appeal of our hobby burst upon him at age 48 with all the passion of a new love. He served his apprenticeship in a feverish two year period of intense study and play of games which drove out all competing interests and even threatened his work life. Eventually he became a little played out and reduced his schedule to more manageable proportions. Within his more temperate commitment, he believes that gaming will remain a life long interest and advises others not to fall into the trap of over-enthusiasm which almost ruined the hobby for him. Postal play is a great experience but it is easy to bite off more than you can chew.

Fred believes the hobby can be improved by more events like the recent AREA postal tournaments. In fact, he is among the die-hard postal enthusiasts who advocates that any game can be played by mail and bemoans AH's lack of sanction of official pbm systems and tournaments for such games as *AIW* and *SL*.

DESIGN ANALYSIS



"WE SHALL NEVER SURRENDER . . ."

By Larry Bucher

Even though large tracts of Europe and many old and famous States have fallen or may fall into the grip of the Gestapo and all the odious apparatus of Nazi rule, we shall not flag or fail. We shall go on to the end, we shall fight in France, we shall fight in the seas and oceans, we shall fight with growing confidence and growing strength in the air, we shall defend our island, whatever the cost may be, we shall fight on the beaches, we shall fight on the landing-grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender, and even if, which I do not for a moment believe, this island or a large part of it were subjugated and starving, then our Empire beyond the seas, armed and guarded by the British Fleet, would carry on the struggle, until, in God's good time, the New World, with all its power and might, steps forth to the rescue and the liberation of the Old.

For the one percent who don't immediately recognize the words, Winston Churchill delivered them at the end of a speech to Parliament following Dunkirk. Less well known is the following:

"If Great Britain broke under invasion, a pro-German Government might obtain far easier terms from Germany by surrendering the Fleet, thus making Germany and Japan masters of the New World. This dastard deed would not be done by His Majesty's present advisers, but if some Quisling Government were set up, it is exactly what they would do, and perhaps the only thing they could do, and the President should bear this very clearly in mind . . . . If we go down, Hitler has a very good chance of conquering the world."

Also Churchillian, three days later, in a cable to Lord Lothian (British ambassador to the U.S.).

Churchill was in the first instance trying to rally and inspire his nation in the face of disheartening news; in the second instance he was trying to put a dent in the isolationistic complacency of the U.S. What would have really followed upon a German occupation of London?

Don't look for the answer here. Sentiment makes me lean more toward Churchill's public utterances than his private cautions, but who knows? The variant rules presented herein cover a range of possibilities that should satisfy nearly all shades of opinion.

Such a revised rule, covering developments upon the conquest of Britain, was considered for inclusion in *THIRD REICH '81* but didn't make it. Its exclusion was largely because the rules are already long and complex, and partly because if Britain falls the Allies have, almost surely, "had it" and such a rule isn't really needed to determine a winner.

The decision evoked fervent disagreement from at least one playtester, R. Andrew Warrner, who delivered some quite plausible arguments: (a) total collapse of British resistance upon the occupation of London is probably unrealistic; (b) games often "end", in the sense of knowing who's sure to win, when it's too late to set up a new game and too early to go home. The players want to push the pieces around for another hour or two and explore the "what ifs" of the situation.

If you want a simple and more-or-less Churchillian rule, just skip to Table #2 and use the provisions of die roll '5'. That, or something like it, is pretty much what might have been in the rules. But this is an article, not a rulebook, and the only limitation here is the editor's patience. For more complexity, read on:

First, if Britain falls *before* the U.S. is in the war, make one die roll. On '6', the U.S. is sufficiently panicked by the impending collapse that she pays 35 BRPs and enters the war immediately —in that Allied combat phase—with BRP base and force level of new variant #20 (elsewhere in this issue). The die roll modifications (Tables #1 and #4) for U.S. at war *do* apply if this '6' is rolled.

The fate of British air and ground units and the degree of future British participation (if any) in the war are then determined by a die roll, suitably modified. Table #1 contains the die roll modifications to be applied; Table #2 gives the result of that modified die roll.

Britain is considered conquered for the purposes of two-player victory conditions regardless of a Table #2 roll of '5' or higher, recapture of London, or any other subsequent developments.

The disposition of the Royal Navy is the final step. It is theoretically possible for some of the Navy to go over to the Axis even when Britain continues to fight. This is unlikely because of the die roll modifications, but if it happens it can be rationalized as captured or salvaged ships refitted and sailing under German crews, rather than treachery by the senior service. The naval determinations require at least three die rolls and use Tables #3, #4, and #5.

Many other ideas for change surfaced during the rule revision process, but were rejected, usually because their effects on the game, or their interaction with other rules, or both, were in doubt. Some of the more interesting are discussed below for players who might wish to experiment with them. Many are obviously incompletely thought out.

- Allow each nation to supply up to five units by air, using up to five air factors at one supplied air base. The air leg of the supply line could be up to eight hexes long and could pass over hostile hexes, would have to begin and end at air bases not in enemy ZOC, and could then continue by ground. This was rejected not only for the factors cited above, but also because the obvious real-war parallel—the Stalingrad pocket—ended in failure.
- Allow Free French units to attack Vichy units and vice versa at any time, regardless of the option in effect, with no offensive cost. Vichy would not have to be at war with anyone.
- Treat the three Finnish border hexes as part of east Europe. This one was never really rejected—it didn't occur to me until the new rules (and map) were set in concrete, but I wish it had. Russia did occupy the entire northwestern shore of Lake Ladoga following the Winter War. Germany should be forbidden to place her Finn garrison unit in these hexes, and, if the Allies hold new variant #19, Russia obviously voids it if she occupies them.
- Several playtesters wanted to expand still further the countries in which partisans can be built. Perhaps the likeliest are:

—Spain. Just finished a bloody civil war, plenty of arms and trained fighters around; therefore up to four pro-Allied partisans. And very much a politically divided country, therefore up to two pro-Axis partisans!

—Poland. Two, in either or both halves of Poland, able to move across the treaty line at will.

—Southeastern Germany (P30 and the six adjacent hexes): one, to represent the Czech resistance.

—Then there are the low countries and Scandinavia, where resistance was less a matter of bushwhacking supply columns, guerrillas in the mountains, etc., and more a matter of sabotage, espionage, and general non-cooperation. It is tempting to represent this lower level by allowing one partisan in any one of the countries involved, but there would be a problem. As long as the Allies didn't build the partisan, and so could threaten to do so, the Axis would need to garrison four of five frequently vacant capitals to guard against the threatened BRP loss. You could require, as a special case, that this "wild card" partisan not be placed in a capital on construction—but that cure is nearly as bad as the evil since, barring a turn flip-flop, Germany easily has time to garrison the one capital the partisan does threaten once constructed.

• A variable turn flip-flop rule was suggested, in order to reduce the certainty of flip-flops and make life a bit more difficult for the precise BRP-counter who arranges his expenditures to obtain a flip-flop, or to deny his opponents one, by just one BRP. I'm not so sure I concur with the philosophy, but: the left column of the ensuing table gives the die roll(s) that will produce a flip-flop; the right column is the present status—i.e., what would be due to happen if the table were *not* being used.

2-6	Flip-flop would occur, difference between sides is 11-15 BRPs
3-6	Flip-flop would occur, difference is 6-10 BRPs
4-6	Flip-flop would *not* occur, difference is 0-4 BRPs
5-6	Flip-flop would occur, difference is 1-5 BRPs
6	Flip-flop would *not* occur, difference is 5-9 BRPs

Examples: Allies, moving last, limit expenditures so that they have 13 BRPs more than Axis—flip-flop will occur on any roll but '1'. Allies, moving last, limit expenditures so that BRP totals are exactly even—flip-flop will occur on roll of '4', '5' or '6'.

• Atlantic raiders. Allow Germany to break down her fleets. Two naval factors equal one raider. Raiders may be sent to sea during any Axis movement phase provided Germany controls Norway. A raider afloat at the end of a *game* turn destroys two British or American BRPs. Germany may send only seven raiders to sea during an entire campaign game, only five during a 1939 scenario, only two during a 1942 scenario and none in 1944. Only two raiders may be at sea at the same time. A raider that ends its second game turn at sea successfully is returned to Germany and may be sent out again, i.e. it does not count against the foregoing limits.

To attempt to destroy a raider, the Allies must designate at least one nine factor Atlantic-based fleet which, like a supply fleet, remains in port and may conduct no other activity during that game turn. Fleets in the U.S. box can be so designated. Each nine factor fleet so designated gives the Allies one die roll vs. one raider. On '1' or '2' the raider is destroyed; on any other result it survives.

Continued on Page 26, Column 3

TABLE #1

Modifications to the die roll:

+2	If France not conquered.
+2	If U.S. at war.
+1	If Russia at war.
+1	If supplied western allied armor or infantry unit on German soil.
+1	If supplied Russian armor or infantry unit within five hexes of Berlin.
-1	If Britain was unable to, or did not, counterattack London at even 1-4.
-1	(each) If Gibraltar, Malta, or Suez controlled by Axis.
-1	If Vichy is active Axis minor ally.
-1	If no Russian unit within 12 hexes of Berlin.
-1	If 27 or more British naval factors have been lost.
-1	If Axis have 36 or more naval factors based in Atlantic ports/Murmansk box.

TABLE #2

-1	British fascist government becomes German minor ally. All air/ground units survive if able to trace supply to London or to an Axis source. All colonies and British-controlled hexes pass to German control.
0	Same, but air and ground units are halved by German player. Colonies and conquests pass to German control only if a German unit therein, otherwise they are controlled by no one.
1	Both fascist and free forces exist. The latter are under U.S. control and go to U.S. force pool if lost. U.S. could conduct offensives and attritions with such units at no BRP cost before U.S. entry. Roll one die for each ground/air counter: even, U.S.; odd, Axis. Should such rolls leave "U.S." and "Axis" ground units in the same hex, immediate combat is required. No one is multiplied by terrain, the stronger counter is the attacker; if equal the U.S. counter is the attacker. Should hostile air be in a hex with ground units, it is simply displaced. Rule 26.5 is applied to determine hex control in Britain *after* U.S./Axis die rolls are completed. Colonies/conquests suffer the fate of the majority of British units therein (each ground/air counter = 1 for this purpose regardless of factor strength). Die roll if tied; controlled by no one if no British unit was present.
2	Britain leaves the war entirely. (Same effects as current rules, except for fleets.)
3	Same as die roll '1' except die rolls are 1-4, U.S.; 5-6, Axis.
4	Free forces exist. British player halves his forces over the entire board. Survivors operate under U.S. control/U.S. force pool. Colonies/conquests containing a "U.S." unit after halving pass to U.S. control. Others pass to Axis control *if* Axis unit therein, otherwise controlled by no one. Rule 26.5 determines hex control in Britain.
5	Britain continues to fight. Her BRPs are halved or reduced to 40, whichever is lower, and her base becomes 40. New construction appears in Canada (U.S. box), and may not include fleets. British forces are halved in Britain and Ireland only. Die roll for each colony/conquest: Even: remains British, any British units survive. Odd: becomes Axis if Axis unit present, otherwise uncontrolled. British units present eliminated in any case. Rule 26.5 determines hex control in Britain.
6	Same as '5' but BRP reduction/base figure is 60. No halving of forces occurs. Colonies/conquests become Axis if only Axis forces are present, remain British if only British units, or no units, are present. If both sides have units present, a die roll as in '5' is made. Rule 26.5 determines hex control in Britain.
7	Same as '6' but BRPs are not halved. If higher than 80 they are reduced to 80, and base becomes 80 (unless it was already lower). Rule 26.5 is disregarded; Axis control only hexes they already controlled, in both Britain and colonies.
8	Same as '7' but BRPs are unaffected; base remains unchanged from last YSS. *NOTE:* The construction and fleet restrictions of '5' apply equally to higher results. But if the Allies later recapture and hold London, Britain may again construct fleets and may place new construction in the British Isles. Further, if Britain holds London at a YSS, 67% (rounded down) of any BRPs she lost from her *base* when conquered are restored *to the base.* Britain's initial deployment limit from "Canada" is one-half of the current U.S. limit (round up). This applies only on rolls of '5' or higher—on rolls of '1', '2' or '4' British units must be charged against the U.S. limit.

TABLE #3

Roll one die; no modifications:

1	The entire fleet acts as a unit. Only one determination is made on Table #5.
2, 3	Table #5 is consulted once for each *front.*
4, 5	Table #5 is consulted once for each *base hex.*
6	Table #5 is consulted separately for each naval counter.

TABLE #4

Modifications to Table #5's *first* die roll:

+2	If France not conquered.
+3	If U.S. at war.
+1	If Allies have naval superiority on front (or on mapboard, if '1' was rolled on Table #3). British fleets are still counted as Allied for this purpose.
-1	(each) if Gibraltar, Malta, or Suez was controlled by Axis at the time when Allied counterattack on London failed.
-1	If Vichy is active Axis minor ally. (Applies only to ships on Mediterranean front, and only if '1' was not rolled on Table #3.)
-1	If Axis have naval superiority on front (or mapboard, if '1' was rolled on Table #3).

NOTES:

U.S.—based and Murmansk fleets are considered on the Western front. British player may declare Gibraltar fleets to be either Atlantic-based on Mediterranean-based for these determinations, but not both.

The +1 or -1 for superiority on a front (or the mapboard) stays as it is. Fleets that become Axis can't change the modifier even if superiority shifts.

TABLE #5

Used as many times as necessary, depending on the Table #3 outcome. Each first die roll is modified per Table #4; each second roll is unmodified.

SECOND ROLL	FIRST ROLL (Modified)									
	-1	0	1	2	3	4	5	6	7
1	A	A	A	A	A	A	S	S	U
2	A	A	A	A	A	S	S	U	U
3	A	A	A	A	S	S	U	U	U
4	A	A	A	S	S	U	U	U	U
5	A	A	S	S	U	U	U	U	U
6	A	S	S	U	U	U	U	U	U

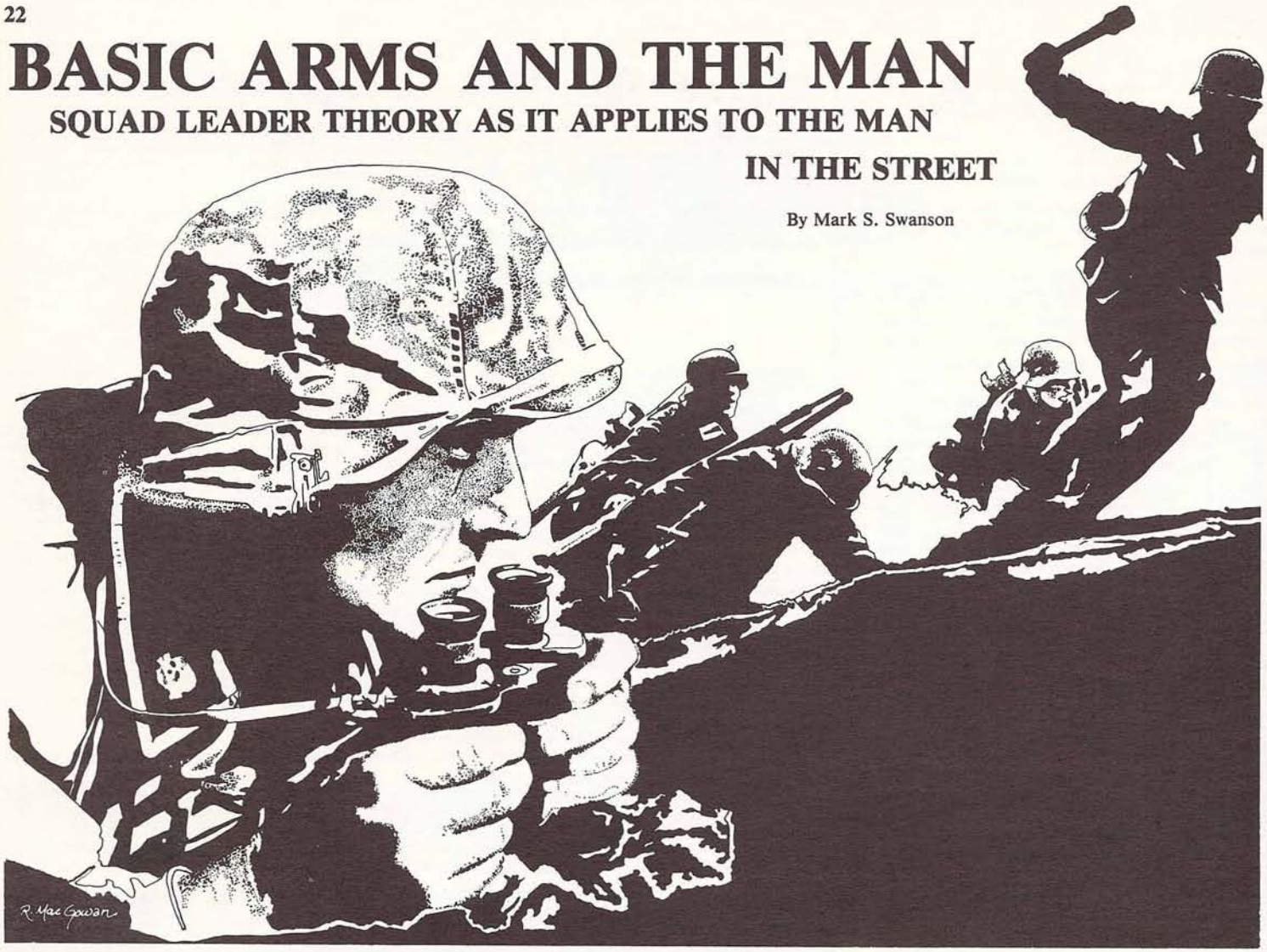
A = Axis
U = U.S. (or Free British)
S = Scuttled, out of game

NOTE: Axis ships that find themselves in Allied controlled ports and vice-versa are displaced as if overrun. But where Axis and Allied controlled ships find themselves initially in the same port, a naval battle must be fought per rules 29.571/29.572 before the displaced ships leave.

BASIC ARMS AND THE MAN

SQUAD LEADER THEORY AS IT APPLIES TO THE MAN IN THE STREET

By Mark S. Swanson



When Mark Swanson throws numbers around he does so with a certain flair. As a member of the physics faculty at the University of Connecticut specializing in elementary particle theory he is not to be intimidated by the mathematics of SQUAD LEADER. Nonetheless his treatise on basic SL strategy will need some revamping after G.I. makes its long awaited debut in July, so enjoy it now while it is still the latest word on the subject.

One of the great pleasures in playing *SQUAD LEADER (SL)* and the subsequent gamettes, *CROSS OF IRON* and *CRESCENDO OF DOOM,* is observing the complex interrelationships between the basic "bare" squad and the various weapons it may employ or struggle against, from machine gun to flamethrowing tank. The beauty, and sometimes the bewilderment, of the system lies in the diversity and complexity of its algorithms for representing combat. The novice is quick to appreciate the foolhardiness of charging a heavily armed opponent across an open area. However, the danger of sending unaccompanied tanks against "unarmed" engineer units in a city is perceived more slowly simply because the tank's vulnerability to close assault by these units runs counter to the common preconception of armor's invincibility against infantry without antitank weapons. And yet, even after playing the game system many times through many scenarios, there arise subtle and important questions regarding optimal use of squads and their weapons which remain unanswered by the empirical experience of the average gamer. The reason for this is primarily the many options available to the player during combat resolution, but it also stems from the unusual form of the fire table.

It is the intent of this article to deal with some of these questions and to present the reader with a set of guidelines for increasing his probability of success. While the content of this article will be restricted to basic *SQUAD LEADER,* where only a few support weapons and no vehicles are available, it is hoped that even the veteran can benefit from its conclusions. It is an axiom of the *SL* system that there is never a guarantee of either success or failure so that the serious gamer must constantly struggle to optimize his probability of success. There are three ways of knowing what constitutes a good or probability optimizing decision in *SL*. The first is common sense, which presupposes that the game system realistically represents combat and that combat can be survived through common sense. While the first supposition may be reasonably correct, the second is certainly questionable. The second and best way is through experience; lessons learned at the hands of a merciless opponent are seldom forgotten, and through them the serious gamer becomes able to intuit moves in a nonverbal way. The third way is through actual mathematical analysis of options to determine the one which presents the best offer of success, and it is this approach which this article will take.

Three points are in order before proceeding. The first is that the average gamer reading this article would gain little if anything from staring at lists of probabilities *ad nauseam.* This is because the average gamer does not want or need to think in terms of statistics to play well. As a result this article will avoid such an approach and instead will give general rules and results useful to the gamer extracted from probability analysis, but stated in words whenever possible. The second point is that the mathematics involved in this analysis is extremely tedious, revolving around binomial and higher expansions using probability tables such as those appearing in Bob Medrow's excellent "First Impressions" series. Although the results presented here have been checked several times the author issues a caveat for any probability listed. The third is that the scope of this article will be limited to the rules and weapons, though not the squads, of Sections 1 through 26 of *SQUAD LEADER*. The reason for this is simply the limited time available to the author and to the incredibly extensive interplay of these initial rules.

The article is broken into four sections. In section A the "bare" or unarmed squad is analyzed for effectiveness and maximum tactical employment. In section B the basic weapons, machine gun, flamethrower, and demolition charge, are related to use by the squad. In section C the leader is analyzed, and in section D close combat is discussed using the results of previous sections.

Finally, the reader is reminded of the obvious fact that the ideas and techniques presented here will not make him unbeatable, but it is hoped that this analysis will give the reader a step toward the winning edge in future engagements.

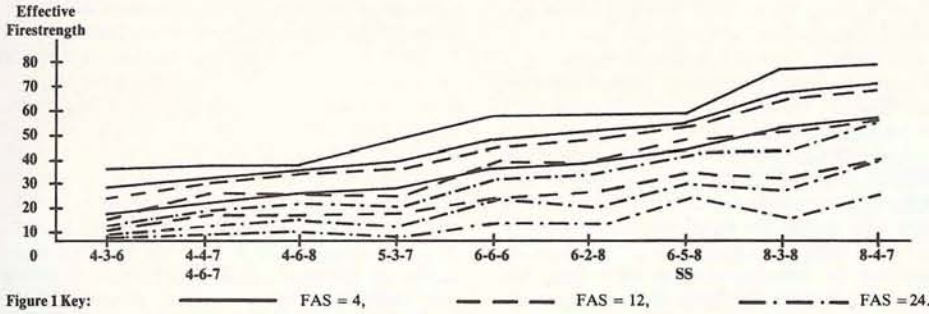


Figure 1: The effective firestrength for ten squads of the type shown is graphed for various FAS and DRM conditions. The DRM of each line may be determined by noting that each FAS value has three lines associated, and these are the DRM values equal to +2, 0, and −2 respectively from the top to the bottom of the graph.

A. THE BASIC SQUAD

1. Effective Firestrength

The first and perhaps most important aspect of the game system is the combat effectiveness of the average squad. This must represent three characteristics: the squad's firepower, its ability to withstand enemy fire, and its ability to rally quickly. Although range can be critical there are many situations such as street fighting which render range differences less important than these three characteristics. In the *SL* system these attributes of the squad are represented by the inherent firestrength, the morale, and the desperation morale (DM). In order to quantify these three aspects of the squad simultaneously the effective firestrength has been defined and calculated for squads in various situations. The effective firestrength is the average total firepower factors which could be delivered by ten of the respective squads after each of the squads has been subjected to the same *fire attack strength (FAS)* at the same die roll modifier (DRM) and all surviving broken squads have been given a DM rally attempt by the presence of a zero DRM leader. The results are presented in the graph of figure 1.

Although it arises from an idealized situation, the effective firestrength gives a good indication of the intrinsic value of a squad under combat situations where it must fire, absorb fire, and consistently and quickly rally to be useful. It assumes that each broken squad will receive the opportunity to rally, a condition more likely to be met in the American or German army than in the Soviet, so that the Soviet 4-4-7 will be less effective in the average scenario than the German 4-6-7. In this respect figure 2 lists the average number of broken squads prior to rally for this ten squad situation for various FAS and DRM as a function of morale. It shows the obvious fact that the American squads will require more leaders to take advantage of their freedom from DM modifiers, while elite units will require fewer, except at high FAS values.

FAS		4			12			24		
DRM		−2	0	+2	−2	0	+2	−2	0	+2
Morale	6	4	3	1	6	5	4	4	6	7
	7	3	2	1	5	4	3	3	5	6
	8	2	2	1	4	4	3	3	5	5

Figure 2: This table shows the average number of squads which will remain broken but alive as a result of an attack with the given FAS value and DRM if there were initially ten squads of the morale shown. The inversion of the order under the FAS of 24 results from increased kills at the lower DRM values, leaving fewer broken squads.

Examination of figure 1 yields some surprises. The freedom from DM modifiers and their high inherent firestrengths make the American 6-6-6 and 8-4-7 squads extremely effective. In fact, the latter are exceeded in effective firestrength only by the 6-5-8 SS units, and then only when subjected to high FAS values. It should also be noted that the 4-6-8 elite units are only modestly more effective than the 4-6-7 line units.

Figures 1 and 2 also give a good comparison between units available in free form scenarios where the players must select the composition of their forces. By comparing the ratio of the "prices" for the two units to the ratio of combat effectiveness, it is possible to determine which unit is the better investment. The remarkable result when this is done is that the two ratios are usually very close. As an examplee, the *COI* price of German 4-6-7 and 8-3-8 units are 21 and 54 respectively, making a ratio of 2.6. The ratio of effective firestrengths varies between 2.1 and 3.1, so that the scenario must dictate the choice. There are exceptions to this, however, as the price ratio for American 8-4-7 and 6-6-6 units is 2, while the effective firestrength ratio exceeds this value only for situations where the DRM of the attack it is undergoing is −2 or lower, so that for most circumstances the 6-6-6 unit represents the better "bargain". For many situations the effective firestrength of the German 6-5-8 SS units exceeds the 8-3-8 assault engineers, but their cost is less. The slightly higher cost of the 4-6-8 units reflects their marginal increase in effective firestrength above the 4-6-7 units. Table 2 can be used to estimate the number of leaders necessary to enable the squads selected to operate at peak efficiency. For example, morale level six units average from one to two more broken squads per ten squads than morale level seven units. This indicates that from one to two additional leaders are needed to control a force of such units.

2. Morale, Terrain, and Columns on the Fire Table

An interesting rule of thumb arises when the behavior of units under fire is examined. It may be stated as follows: a level of morale is equivalent to a DRM. What this means is that the probability of a unit of any morale level undergoing a fire assault and suffering no adverse result (neither a kill nor break result) is the same as a unit with a morale value one higher undergoing the same attack, but in a terrain situation with a DRM which is one less. For example, a 6-6-6 squad in a stone building is equivalent to an 8-4-7 in a wood building. Of course, the 8-4-7 is more likely to be killed during the fire attack, but it has the same probability of existing unbroken after the assault as the 6-6-6 squad has. A corollary exists: a level of morale is equivalent to a column on the fire table. As an example, a 6-6-6 squad undergoing a fire attack has almost exactly the same chance of surviving unbroken as an 8-4-8 being attacked with a fire attack stength two columns higher on the fire table. Again, the 8-4-8 squad runs a greater risk of being killed usually, but its higher morale offsets the increased FAS to yield the same probability of existing unbroken afterwards.

These two rules of thumb are not exact probability equalities, but are extremely close, usually differing by no more than one or two hundredths of probability in the higher columns of the fire table.

3. The Fire at Will Principle

One of the many options available in fire resolution for bare squads is the possibility of forming adjacent units into a Fire Group when firing at the same target. The rules (8.5) state that if units in the same hex fire at the same target they must form a Fire Group. However, adjacent units can either fire individually or form a Fire Group. Superficially, it would appear that formation of the larger Fire Group is desirable since the higher columns of the fire table yield dramatically better results. Careful examination of probabilities indicates that this is not always true. Instead, *the formation of a Fire Group should be dictated by the DRM of the target.* Analysis shows that if the DRM of the target is negative for all firing hexes, the hexes should fire independently, while if the DRM of the target is positive the units should form into a Fire Group. This is true for squads unaccompanied by leaders; the analysis in the presence of leaders in the squad's hex is completed in section C.

This concept has been named the "fire at will" principle. A negative DRM indicates the target is moving in the open during a defensive fire segment, and that maximum damage will be done by allowing the squads to fire at will against the moving target. A positive DRM indicates the target has sought cover and that maximum damage will be done by concentrated and directed fire, hence the formation of the Fire Group. This image serves as a mnemonic for the player, as well as justifying this aspect of the combat resolution system.

An example will serve to convince the reader of this principle. Suppose four adjacent 4-6-7 units spot a target squad of morale 7 moving behind a hedge, giving a net DRM of −1. If they fire as a Fire Group the probability of killing the target is 0.28 with an additional 0.47 probability of breaking the target. If they all fire independently the probability of killing the target is 0.45 with an additional probability of 0.38 to break the target. The increased probability of obtaining a kill stems from the occurrence of double breaks. The net probability of adversely affecting the target by firing at will is 0.08 higher than by using a Fire Group. On the other hand, suppose the morale level 7 target is in a wooden building, giving a DRM of +2. Using the same four 4-6-7 squads and firing at will gives a probability of killing the target of 0.03 through double breaks and a 0.25 probability of breaking the target. Forming a fire group in the 16 column of the fire table gives a 0.03 probability of killing the target and a 0.42 probability of breaking the target, giving a net advantage of 0.17 to the Fire Group for adversely affecting the target.

The DRM of zero serves as the dividing line for this effect, which appears to be truly independent of the target morale and the individual squads' firestrength. The total probability of either breaking or killing the target is virtually identical by either method, fire at will or Fire Group, for the zero DRM case, although the probability of killing the target is still higher for the fire at will approach. In addition, using the fire at will principle allows the player to divert some of the squads to other combat should the first squads to fire achieve success.

An interesting variation of this principle occurs when two squads in the *same* hex are presented with two targets. Rules 8.4 and 8.5 state that if they fire at the same target they must combine into a single firegroup. Analysis shows that if the two targets have negative terrain DRM the two squads should split fire between them. Under these circumstances split fire will break and kill more squads, on the average, than if the firegroup of two squads fired on a single target. This rule holds also if three squads are present. Three squads should select as many targets as possible, subject to the constraint that all targets have a negative DRM.

B. WEAPONS

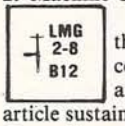
1. Breakdown Time

One characteristic which all weapons share is the possibility of breaking down. This is quantified by a breakdown number which, if matched or exceeded, indicates a malfunction of the weapon during operation. For the sake of characterizing the incidence of this happening figure 3 lists the breakdown time associated with each breakdown number. This is the number of uses for which there exists a 50/50 chance of breakdown. This means that the weapon with this breakdown number will malfunction within the number of turns listed half of the time. For example, the flamethrower has a breakdown number of 9, so that the owning player can expect an average of two firings before the weapon is exhausted. In other words, if there were 100 flamethrowers in use and all of them were fired twice, there would be around fifty which broke down. Effectively the breakdown time represents the "half-life" of the weapon in combat. The player may use this to evaluate the average time for which his weapons will be effectively functioning.

Breakdown Number	12	11	10	9	8
Breakdown Time	~25	8	4	2	~1

Figure 3: The breakdown time gives the number of turns for which there is a 50% chance of breakdown for a weapon with the listed breakdown number.

2. Machine Guns



The first weapon made available to the squad is the machine gun, which comes in three varieties: light, medium, and heavy. For the purposes of this article sustained fire (*COI* rule 95) will be ignored. Depending upon the nationality and size of the machine gun the breakdown number ranges from ten to twelve, indicating a fairly reliable weapon. The light machine gun has an attack strength of two, while the medium machine gun has four, and the heavy machine gun can have six or eight.

The unusual property of all machine guns is the penetration factor, equal to the attack strength, which allows it to attack a number of target hexes equal to its penetration factor as long as the hexes all lie along a staight line and are in the firing unit's LOS. However, unless an opponent is obliging enough to line up his squads during his turn, the penetration factor will probably be irrelevant during the machine gun's *prep fire phase (PFP)*. The *SL* player is quick to realize that the penetration factor will be meaningful almost solely during the *defensive fire phase (DFP)* when the machine gun can establish fire lanes which will attack any enemy units attempting to move through them. This in turn indicates two points. The first is that the machine gun will be of most use to the side in a scenario whose opponent will be forced to move through these fire lanes to achieve victory. This will include situations where one side must occupy objective hexes and thus move through open hexes to reach them, and situations where one side must escape off the playing board. The second point is that the placement of the machine gun is critical to taking advantage of this penetration characteristic. Discussion of this aspect of the machine gun lies beyond the scope of this article; the reader is referred to the analysis in the rules booklet. It will be assumed that the owning player is clever enough to position his machine gun to reap this benefit. However, several questions remain regarding the value and use of the machine gun. When should the machine gun fire separately as opposed to forming a Fire Group with its owning squad? How effective is the machine gun equipped squad? In equipping a free form scenario force which type of machine gun should be selected?

Rules 8.4 and 8.5 indicate that a machine gun equipped squad cannot fire its weapon separately at the same target, so that the squad and machine gun must combine their fire strength if firing at the same target. Thus, in answer to the first question there exists an extension of the fire at will principle. If more than one negative DRM target is available the machine gun, regardless of size, should be used as a separate weapon against the second target. This will happen only during the DFP, and so the owning player must take care to maximize the effects of penetration by selecting targets carefully, thus creating an effective fire lane. In the process of resolving combat, if there are more than one squad plus machine gun group available to fire, the squads should be fired first against the negative DRM targets before committing the machine guns. It is possible the target will be disrupted without fixing the location of the fire lanes, thus leaving no clear cut "safe" lanes to the opponent. Again, analysis shows that positive DRM targets should be attacked with a fire group, with zero DRM targets serving as the dividing line.

Target DRM	-2	-1	0	+1	+2	+3
Squad	.49	.36	.24	.12	.08	.04
plus LMG	.60	.49	.36	.24	.12	.08
plus MMG	.68	.58	.46	.35	.23	.15
plus HMG	.75	.66	.56	.45	.34	.23

Figure 4: This table shows the probability of a squad with firestrength 4 equipped with a machine gun of breaking or killing target of morale 7 in various terrain DRM.

Terrain DRM	-2	-1	0	+1
Squad	.49	.36	.24	.12
plus LMG	1.25	.86	.56	.30
plus MMG	2.45	1.80	1.20	.60
plus HMG	4.09	3.30	2.40	1.56

Figure 5: This table shows the average number of morale 7 squads which would be disrupted by the squad plus machine gun if the machine gun achieved its maximum penetration capability. The squad is assumed to have a firestrength of four.

The second and third questions go hand in hand. To begin with, Figure 4 exhibits the effectiveness of a MG equipped squad by listing the probability of a squad of inherent fire strength 4 with various machine guns to affect adversely a *single* target of morale 7 in several DRM situations. This table shows quite clearly that the effectiveness of a squad is most increased by a MG when firing at negative DRM targets, thus illustrating the defensive nature of the MG. However, Figure 4 also shows that the HMG makes its owning squad four times as effective against targets in buildings, thus making it an effective prep fire weapon. If the penetration factor is taken into account the MG reveals its true defensive strength. Figure 5 shows the average number of target hexes containing morale 7 units which would be adversely affected by a MG-equipped squad of firestrength 4 if full use of the penetration capability were made. The DRM's of +2 and +3 are not listed since no MG can shoot through buildings. Of course, it is highly unlikely that a HMG will ever find six target hexes (much less eight) aligned, even during its DFP, unless the opponent has developed suicidal tendencies. Nevertheless, it does show that a firelane controlled by a HMG is truly a formidable obstacle to the opponent's movement.

Target Morale	6	7	8
Squad	.56	.49	.40
plus LMG	1.13	.98	.84
plus MMG	1.32	1.17	.99
plus HMG (8)	1.59	1.43	1.25

Figure 6: The chart gives the average number of squads broken or killed as the result of a firegroup consisting of a squad of firestrength 4 with a machine gun firing against one squad of morale 7 and -2 DRM and then achieving penetration fire against a second squad of morale 7 and DRM -2 with only the machine gun.

As a point midway between the extremes of Figures 4 and 5, Figure 6 represents the average number of adversely affected targets under the circumstances that the squad plus MG have fired as a firegroup against one target and the MG has achieved penetration fire against one other target. It is assumed that this is probably happening during the DFP, so that both targets will have a DRM of -2. This shows a more realistic use of the MG as a defensive weapon, and will be used to answer the second and third questions. Using the results of Tables 4 and 6 it is possible to calculate cost/effectiveness ratios for the respective nationalities and weapons. It shows that a MG under the circumstances of Table 4 does *not* justify its cost. Thus, in equipping a free form force to clear a city block, the player would be better served by taking two additional squads rather than a HMG. However, if the MG achieves penetration against one additional target, i.e., meets the criteria of Figure 6, the MG justifies its cost, with the single exception of the Russian HMG, which requires penetration against two additional hexes to be cost effective. Thus, in answer to question three, the player must decide if the scenario will present the possibility of penetration fire occurring with any regularity. If it will not, the player should select extra squads or more effective weapons. The gamer should remember the following point: the MG cost is justified if it achieves penetration fire.

3. The Demolition Charge



The demo charge is placed by an 8 morale unit or -2 or -3 DRM leader during its movement phase in any hex adjacent to its path. The placing unit must not break during this movement or the demo charge attack is aborted. If successful, the demo charge explodes during the *advancing fire phase (AFP)* with a strength of 30 fire factors modified by terrain DRM. Of course, the unit(s) being attacked will usually be able to fire at the placing unit at point blank range during the DFP unless the attacker has successfully broken the target during previous fire phases, or if the fire of the defender has been drawn already. However, if the target is unbroken and eligible to fire defensively, then it is not clear whether the pay-off of the demo charge attack, i.e., the probability of killing or breaking the target, exceeds the danger to the placing unit, i.e., the probability of being killed or broken during the placement attempt.

Analysis shows that the demo charge attack should *never* be attempted if it allows the defending unit(s) to fire at the placing unit with a negative DRM. Obviously, the more defending units that are in the target hex the more dangerous the placement attempt becomes. However, the danger is somewhat offset by an increased pay-off, i.e., more units killed or broken, if the demo charge is successfully delivered. An example will serve to clarify these competing effects. Suppose a morale 8 squad with a demo charge moves adjacent to two morale 7 squads of firestrength 4 in a stone building. If the attacker is moving in the open the -2 DRM gives a probability of 0.25 of successfully delivering the demo charge, with the demo charge having a 0.65 probability of killing or breaking each squad in the stone building. This gives an expectation of disrupting 0.33 target squads, while the defending units have a 0.75 probability of disrupting the one attacking unit, a situation clearly favoring the defenders. If instead the attacker were in an adjacent hedge hex, the similar results are 0.73 defending squads disrupted with a 0.44 probability of the attacking squad being disrupted, a situation now favoring the attacker. Figure 7 shows the terrain DRM which a morale 8 attacker must seek for a successful demo charge as a function of the morale, firestrength, and number of defending units. For example, an attack on two 8-3-8 units should be attempted only from an adjacent stone building. The results listed in Figure 7 are changed only slightly by the terrain DRM of

the defending unit(s). As a result the numbers of Figure 7 will serve the reader well in almost all circumstances.

Defender's Morale	6	7	8
Defender's Total Firestrength			
4	0	0	0
6	0	0	+1
8	0	0	+2, +1
12	+1	+1	+2
16	+1	+2	+3

Figure 7: This table gives the terrain DRM which the attacker must be in to have a favorable probability of success in a demo charge attack. The first number in the 8,8 entry corresponds to a single 8-8 unit as defender, while the second corresponds to two 4-8 units present.

4. The Flamethrower



The flamethrower is an extremely lethal short range street-fighting or bunker busting weapon. Its effectiveness stems from the fact that any positive terrain DRM is ignored when the attack is resolved. This makes the flamethrower as effective as 44 fire factors (one 36+ and one 8 firestrength attack) against targets in stone houses. The main drawback to the flamethrower is its low breakdown number, making it available for only two uses on the average. It also carries an automatic -1 DRM to any attack resolved against the carrying unit. In effect, this is approximately equivalent (see Section A.2. of this article) to shifting the attack one column to the right on the fire table, and so is not to be taken lightly (or forgotten during combat resolution). Since the flamethrower is not allowed to combine into fire groups or receive leadership modifiers, there are no great decisions to make about its use other than at whom and when to fire it.

C. LEADERS



The role of leaders is so prominent that the good player must be one who successfully employs them. Not only is their presence necessary to rally broken units, but their built-in DRM affects combat resolution. In addition, their own breaking under fire can cause accompanying units to break or disintegrate. Due to these characteristics many questions arise regarding optimal use of the leader. For example, under what conditions should leaders occupy the same hex as squads under fire, should leaders direct their own fire group or let it combine with adjacent squads into one large fire group, should leaders direct the machine gun or the squad during a split fire phase?

1. Rally Time

The ability of leaders to rally broken units may be quantified by giving the number of rally attempts which the leader would require to reach a 50/50 chance of rallying the unit. This is referred to as rally time, and is listed in Table 8 as a function of the leader DRM and the morale of the unit being rallied. For example, a 7 morale unit under DM conditions with a 9-2 leader will rally half of the time after two rally attempts. For morale levels greater than 6 the probability of rallying is greater than 0.5 in one turn regardless of the leader present.

Leader DRM	0	-1	-2	-3
Squad Morale				
2	25	8	4	2
3	8	4	2	1
4	4	2	1	1
5	2	1	1	1

Figure 8: This table gives the rally time as a function of unit morale and leader DRM.

2. Leaders with squads

Leaders may occupy the same hex as squads, but should the leader break under fire the squads must undergo an immediate MC in addition to any

Leader	8-1			9-1			9-2			10-2			10-3		
Morale of Unit(s)	6	7	8	6	7	8	6	7	8	6	7	8	6	7	8
Fire Strength of Attack															
4	—	+3	+3	—	0	0	-3	-3	-3	-4	-4	-4	-5	-5	-5
8	—	+3	+3	—	0	0	-3	-3	-3	-3	-3	-4	-4	-4	-4
12	—	—	+3	—	0	0	-3	-3	-3	-3	-3	-4	-4	-4	-4
16	—	—	+3	—	+1	+1	-2	-2	-2	-1	-2	-3	-3	-3	-3
24	—	—	—	—	+3	+2	0	0	-1	-1	-1	-2	-2	-2	-3
36	—	—	—	—	—	+4	+2	+2	+1	+1	+1	0	0	0	-1

Figure 9: The number listed is the net DRM which must be equalled or exceeded to make the presence of the leader in the hex increase the probability that the unit will exist unbroken after the first attack. A—indicates there is no terrain with a high enough modifier to make the presence of the leader favorable.

required by the fire table. This M check increases the probability that the unit will break and also raises the spectre of a double break resulting in the annihilation of the unit. However, should the leader survive the fire without breaking, its DRM will help the accompanying squads to survive their morale checks. It is clear that stacking a leader with a squad will *always* increase the possibility of the squad's destruction, but under certain circumstances the addition of a leader actually increases the probability that a squad will survive the fire unbroken. There are five factors which could possibly enter into determining the conditions for this happening: the morale and DRM of the leader, the terrain DRM of the squad and leader, the morale of the squad, and the fire strength and leader DRM of the attack they are undergoing. Clearly the leaders with a DRM of zero will never give an increase in survival probability. Table 9 shows that *net* DRM (terrain plus opposing leader) which is necessary for the leader to increase the survival probability over that of the bare squad as a function of the FAS, the squad's morale, and the accompanying leader. For example, a 9-2 leader with a morale 8 squad in a stone building is attacked by a 36+ fire group with a -2 leader directing it. The net DRM is +1, making the presence of the 9-2 leader work on behalf of the defender. If a -3 leader were directing the fire on the building the net DRM would be 0, and the presence of the 9-2 leader would be detrimental to the squad.

Examination of Table 9 shows that the 8-1 leader almost always increases the danger of the accompanying squads, while the 10-3 leader has the exact opposite effect. Of course, this does not mean that charging across the open against a heavy machine gun nest directed by a -2 a leader will be very successful even if accompanied by a 10-3 leader. However, in the presence of the 10-3 leader the unit will survive unbroken 17% of the time, while the unaccompanied unit would survive 15% of the time. The increase in the probability of survival in the high FAS range is not large but still measurable. The increase in KIA results due to double breaks is more pronounced for low morale squads. Analysis shows that the presence of a leader causes twice as many double breaks among morale 7 units as among morale 8, and three times as many among morale 6 squads.

3. Leaders and Fire Groups

Rule 15.2 states that a leader may add its DRM to the resolution of fire by only those units sharing the leader's hex. The player is then forced to decide between forming a fire group of adjacent squads and thereby forsaking the DRM of the leader, or using the DRM of the leader for the fire of those squads in the leader's hex and thereby foregoing the formation of a larger fire group. In order to find which option should be selected, it is necessary to extend the fire at will principle to include leaders. Clearly, if the terrain DRM of the target is negative then the squads should fire individually, allowing the leader's DRM to be applied to the fire of those squads in the leader's hex. However, when the terrain DRM is zero or positive the units with the leader should still fire separately if the terrain DRM plus the leader's DRM sum to a negative number. The remaining units should form into fire groups which are as large as possible.

An example serves to clarify this. Suppose five adjacent squads of fire strength 4 have a LOS to a morale 7 target. Suppose also that the middle squad has a 9-2 leader in the same hex. If the terrain DRM of the target squad is +1 then the sum is +1 - 2 or -1, indicating that the squad with the leader should fire separately. Analysis shows that firing with two 8 FAS groups with DRM of +1 and one 4 FAS group with DRM of -1 has a probability of 0.73 of breaking or killing the target, while firing with one 20 FAS group at +1 would have a 0.65 probability of doing the same. However, if the target were in a stone building with a DRM of +3 the sum would be +3 -2 or +1, indicating that the large fire group is desirable. Indeed, similar analysis shows that for this situation allowing the leader separate fire gives 0.36 probability of success, while the large fire group of 20 gives 0.45.

This effect appears to be almost independent of fire group size and the morale of the target hex. Again, as in A.3, the value of 0 serves as a dividing line for this effect.

In the presence of a squad equipped with a machine gun the leader may be employed in several ways during fire resolution. If the squad plus machine gun is to fire at the same target they must combine into a firegroup (rules 8.4 and 8.5 again). In the circumstance that there is only one target available the leader will simply add his DRM to the dice roll of the combined firegroup. However, if there are two targets available with negative terrain DRM then the squad plus machine gun should split fire against the two targets. Analysis shows that there is virtually no difference in the outcome of fire resolution if the leader directs the fire of the machine gun or squad. Therefore, the leader should always direct the machine gun since the leader DRM will affect any penetration fire the machine gun achieves against other units. In effect there is no loss in the immediate combat resolution if the leader directs the machine gun, and there may be a benefit against any units wandering into the machine gun's firelane.

D. CLOSE COMBAT

Close Combat (CC) occurs after the Advance Phase when the phasing player may move adjacent units into enemy occupied hexes. CC resolution is simultaneous and is affected only by the intrinsic firestrength of the squad(s), leader DRMs, and the presence of any light machine guns. All other weapons are ignored. The complication in CC arises from the liberty each player has in allocating his attacks. For example, if two squads of firestrength 4 are in CC with one squad of firestrength 4 the two squad player may attack at 2-1, while the one squad player has the option to attack both squads at 1-2 or only one at 1-1. Any leaders present may add their DRM to one dice roll, while a squad may add one light machine gun to its firestrength for offensive purposes.

Analyzing CC is further complicated by the fact that it can last an arbitrary number of turns, depending upon the way the combat is divided and the luck of the dice. This difficulty manifests itself in the analysis by the appearance of infinite series which must be summed to obtain probabilities. Coupled with the many options and variables this makes the CC section represent the largest effort of this article. The results of this section will be presented in order of increasing complexity, starting with bare squads of various firestrengths in increasing numbers.

1. The One Squad Case

The simplest case is the one where only two opposing squads are present in the hex, and so no options for combat resolution are available. The probabilities for outcomes are then straightforward to calculate and are listed in Table 10 for various firestrength squads. The number in the upper corner of each box corresponds to the probability that the squad listed above the box will exist in the hex at the conclusion of the CC, while the number in the lower corner applies to the squad to the left of the box. Of course, the probability that the respective squads will be annihilated can be found by subtracting that number from 1. For example, in an even engagement each squad will be destroyed 58% of the time. The probability for mutual annihilation can be found by adding both numbers appearing in the box and subtracting this sum from 1. For the previous example the probability of mutual annihilation is 16%. This table can also be used to get an idea of the probability of winning CC in the event that more than one squad is present. This is done by making a ratio of the total firestrengths present in the hex and finding the similar ratio in Table 10. For example, if three firestrength 4 squads engage two firestrength 4 squads the ratio is 3/2, making it comparable to the case where a firestrength 4 squad engages a firestrength 6 squad. It is to be noted that a 2-1 advantage in CC heavily favors the superior side, so that CC at less than 1-1 odds should be avoided unless the situation is desperate.

Firestrength	4	6	8
4	.42 .42	.67 .19	.74 .14
6		.42 .42	.59 .30
8			.42 .42

Figure 10: This gives the probability of a squad surviving Close Combat with another squad. The firestrengths of the respective squads are cross-indexed and the probability for each squad is contained in the respective part of the box.

2. Two versus One

The situation where two squads engage a third offers the side with one squad two possibilities. Although this case is included in Table 11, it is illustrative to discuss it in more detail. Assuming all squads are of equal strength the single squad may attack both squads at 1-2 or one of the squads at 1-1. Analysis shows that following the 1-2 attack method gives the single squad a 0.11 probability of surviving CC. The two squads have a 0.74 probability of victory, while there is a 0.15 chance that both sides will be destroyed. If instead the single squad attacks one of the two squads at 1-1 and, if sucessful, on later turns attacks the remaining squad at 1-1, the single squad has a 0.07 chance of survival, while victory, i.e. controlling the hex, will go to the two squads 89% of the time, with a 0.6 probability of suffering no casualties, and a 0.04 chance of mutual destruction. This means that the two squad side will lose, on average, the same number of units regardless of the mode of attack the single squad selects. The upshot of all this is that the 1-2 attack on both squads is superior. That this is the case can be seen by noting that the 1-2 attack will cause, on average, more casualties to the two squad side than the 1-1 attack on the *first* turn of CC. This method can be used to analyze more complicated situations.

3. Table 11

The situation where up to three squads of various firestrengths engage other arbitrary groups is examined in Table 11. Rather than list a horde of probabilities Table 11 simply advises the players how to maximize their chance of success depending on the firestrength of their squads and those of their opponent. For example, if three firestrength 4 squads engage two firestrength 6 squads the three squads should attack one of the two squads at 2-1, while the two firestrength 6 squads should attack all three squads at 1-1. Using Table 11 at each stage of CC gives the player the probability maximizing attack allocation, assuming that all friendly squads in the hex are identical. There appears to be no grand pattern in this table.

a) Even Squad Firestrengths

Number of Squads	1	2	3
1	—	1-2 vs 2	1-2 vs 2
2	1-2	1-1 vs 2	2-1 vs 1 1-2 vs 1
	—	1-1 vs 2	1-1 vs 1, 1-2 vs 2
3	1-2 vs 2	1-1 vs 1, 1-2 vs 2	2-1 vs 1, 1-2 vs 2
	—	2-1 vs 1, 1-1 vs 1	2-1 vs 1, 1-2 vs 2

b) Number of Firestrength 6 Squads

Number of Firestrength 4 Squads	1	2	3
1	—	1-2 vs 1	1-2 vs 1
2	3-2 vs 1	3-2 vs 2	2-1 vs 2
	—	1-2 vs 2	1-2 vs 1
3	1-2 vs 3	1-1 vs 3	3-2 vs 3
	—	2-1 vs 1	2-1 vs 1

c) Number of Firestrength 8 Squads

Number of Firestrength 4 Squads	1	2	3
1	—	1-2 vs 1	1-2 vs 1
2	2-1 vs 1	2-1 vs 2	3-1 vs 2
	—	1-2 vs 2	1-2 vs 2
3	2-1 vs 1	2-1 vs 2	2-1 vs 3
	—	1-2 vs 1, 1-1 vs 1	1-2 vs 3

Figure 11: This table gives optimal attack allocations in Close Combat based on the number and type of squads currently in the hex.
a) Engagements between squads of equal firestrength.
b) Engagements between squads of firestrength 4 and 6.
c) Engagements between squads of firestrength 4 and 8.

4. The Effects of Light Machine Guns and Leaders.

The effects of light machine guns are hard to quantify in CC unless each squad on one side is so equipped. For example, if each firestrength 4 squad is equipped with a light machine gun then the attack allocation should simply be read on Table 11c, while the opponent would still read his attack allocation on Table 11a, assuming that all squads were initially firestrength 4.

The effect of a leader in the hex is very drastic. If a leader is present Table 11 should be totally ignored, and all friendly units in the hex should attack *all* unfriendly units in one large attack, regardless of the poor odds, adding the leader's DRM to the dice roll. Analysis has shown that this method is the probability optimizing one in the presence of leaders regardless of the leader's DRM and the squads' firestrengths.

Afterword

It is the hope of the author that these results are useful to the *SL* enthusiast and have been presented in such a way as to allow easy access. It is further hoped that this work can be continued to include vehicles and their interactions with infantry and other vehicles. Future plans include possible computer analysis of situations too complicated to handle with a hand calculator, a probability table, and a beer. The author welcomes any suggestions, criticisms, and corrections to this material at his 15 Westwood Rd., Storrs, CT 06268 address.

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DESIGN ANALYSIS . . . *Continued from Page 21*

• Battle of Britain. Allow BRPs to be reduced by sending air factors over an enemy capital during combat phase (normal four-hex movement limit). Such air raids can be intercepted. Each two factors surviving interception destroy one BRP.

(This is a *real* shaky one. I don't know what playtesting might reveal. One BRP per two factors might be enough for a near automatic KO of Britain; or it might be too little to be worth the German bother. What could the Allies do against Rome?)

• Let Iraq (and Yugoslavia, if using the new variants) become an Italian rather than German minor ally, at the German player's option. Similarly, let Spain become a German vice Italian satellite, at Italy's option.

I fear this wouldn't work too well in a two-player game; Germany would be a cinch to hog all the minors because of her higher growth rate. Only valueless Iraq might be assigned to Italy for convenience. Therefore another approach might be to assign these minors by die roll when activated: Spain 1-3, Iraq 1-2 Yugoslavia 1-5. (The numbers shown would make the country a German minor ally, otherwise it would be Italian.)

• Battle of the Bulge. Allow Germany, once per game, to SR three armor units at *start* of her turn, *before* commencing movement phase. May not be done before 1943, and not unless Western Allies control at least one hex of Germany.

• Limit seaborne invasions to areas within seven hexes of a port controlled by the invader at the start of his player turn. Such port would not necessarily have to be used for the invasion, it would just have to be there. There are arguments for and against this. No real-war invasion, with the exception of Narvik and other off-map points north of Bergen, exceeded the seven-hex limit: North Africa (Gibraltar), Sicily and Salerno (Malta), Normandy (Portsmouth), Southern France (Ajaccio). An obvious hole in the line of thought is that the North African invasions, for one, were staged from Britain and the U.S. rather than from Gibraltar. The limit would eliminate such currently possible fantasies as Allied invasions in the Adriatic early in the war, Italian landings in the eastern and western extremities of the Mediterranean, etc. On the other hand it would generally ease coast defense problems, notably so for Italy, which may be undesirable. The limit obviously could not apply to invasions launched from the U.S. box.

Questions should be sent with a SASE to Larry Bucher, American Embassy, Honduras, APO, Miami, FL 34022.

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VARIANT TEN (RCX)

ANOTHER VARIATION ON THE RUSSIAN CAMPAIGN

By Kurt A Blanch

Do you feel as I do, that a simulation should only give one a starting point? That rules should not restrict "because it was not done", but only because it was not possible? Do you hunger for German paratroops or Russian dive-bombers? Then read on, for I have another "what if" *RUSSIAN CAMPAIGN* variant for you.

The following rules are the final result of a three year labor of love. I owe a debt to many of my play-by-mail opponents, who were willing to test and criticize. My objectives have not changed throughout the testing, revising, and polishing. They are: (a) Reduce the chances of a tie. (b) Retain the basic characteristics of play that make *THE RUSSIAN CAMPAIGN* such a great game. (c) Include the variant units and attempt to simulate additional aspects, plus some nonhistorical possibilities. (d) Special effort was made to achieve as much consistency as possible. In other words, the rules should apply the same to both sides.

The Third Edition rules are used with the following modifications.

1. *Variant Units:* The variant units are received as reinforcements on the dates indicated. All German Variant units appear in Berlin.

1941	August—AK Panzer, and 7th Artillery
	December—XI Paratroops
1943	January—1st Artillery
	May—2nd Artillery, and 2nd Paratroops
	September—3rd Artillery

2. *German Paratroops:* The XI, 3rd, and 2nd Corps can air drop within eight hexes of a German Army Group Headquarters, on the first impulse of a clear weather turn. They cannot be dropped in enemy ZOC, woods, or mountains. They may not move on the impulse they are dropped, but can move on the following impulse. Paratroops may drop only once, and like Russian Paratroops, they must be held off the board in reserve if they are to make an air drop. They must trace supply normally.

3. *Arillery:* Both German and Russian Artillery have a second impulse movement allowance of zero. In a first impulse battle that includes one or more Artillery units, the odds are shifted in the attacker's favor; two levels in clear weather; one level in mud or snow. Only the basic parentheses value is used, no odds level shift; during the second impulse, or when defending, or when used in conjunction with a Stuka.

4. *Replacements:* Headquarters, Paratroops, and Artillery units *may not* be replaced by either side. German SS and Luftwaffe units *are not* replaced automatically. The SS is treated exactly like another minor Axis country, and one SS unit may be replaced on a replacement turn. The AK and HG Panzer Corps are treated as regular army units for replacement purposes.

5. *Weather:* A die roll of "6" in Sept/Oct equals light mud. A "4" rolled in Mar/Apr equals Mud, instead of light mud.

6. *Moscow:* On every turn that Stalin's Headquarters starts in Moscow it is counted exactly like another one factor worker unit for replacement purposes only.

7. *Fortifications:* A city containing a "1" factor worker unit is fortified. The restriction "no city may have two worker units until all friendly Russian cities have one" is deleted. But no city may have more than two worker units, and no worker unit may be placed in Archangel. Fortification triples all units on defense in a major city, and doubles all units on defense in a minor city.

8. *Headquarters:* Headquarters may use rail movement. On any turn a specific headquarters does use rail movement Stuka and Paratroop operations may not be traced from it and it may not move on the 2nd impulse.

9. *Victory Conditions:* The game ends and Victory is achieved by *either* eliminating the enemy leader's headquarters *or* gaining simultaneous control of 20 major cities.

Important notes: (a) The only optional or variant rules used are those of RCX. (b) The Order of Battle chart is misleading as to the availability of the Bulgarian Garrison. Rule 20.6 takes precedence. (c) Terrain ambiguities—*AVALON HILL* has ruled that (1) Hex A10 is treated as a river junction. (2) Hex B8 and C7 are connected. (3) A unit on hex KK19 is not doubled when attacked from LL19. (4) A Russian paratroop that has been placed in reserve, but now is being brought onto the board normally (rather than by airdrop) would appear on the East edge.

The following is a discussion of each rule. Each section is numbered and corresponds to the rule it refers to.

#1. Some major nonhistorical differences are postulated for the Axis. The airborne invasion of Crete occurs but Hitler does not abandon the concept of paratroops. Adolf directs a greater shift of the German economy to armaments in 1940. This allows the Fuhrer to equip several more divisions. New airborne formations are created including a glider corps. (Treated the same as paratroops, the regular game's Luftwaffe 3rd Corps becomes a glider unit.) Two more armored corps are formed. One is sent to Africa, Italy is not abandoned. The other, represented by the AK, is fielded on the Eastern front. In 1941 Hitler ordered production of 1,000 tanks a month. He soon backed down, when the cost and effect such an effort would have on the German economy became apparent. The Nazi leader was popular in Germany at that time, and a measure of it was due to the vast improvement of living conditions over those known at the end of World War I. Questionable decisions were being made for political reasons. It was not until 1943 that German Tank production finally exceeded 1,000 units per month.

#2. The German paratroops operate under the same basic restrictions as the Russian. This variant feature draws the greatest criticism, but I still feel the Russian restrictions should apply to both sides. Paratroops could not, and dare not even now, be dropped into enemy troop concentrations. To do so would subject them to unacceptable losses as well as possible failure. While it is true they have been used to overwhelm strong points, that is not the same as sending them into enemy concentrations. If the enemy has strong mobile forces available, trouble looms. Remember Market Garden and the fate of the British 1st Airborne as well as the Polish 1st Parachute Brigade. Both were assigned the bridge at Arnhem. Both suffered an "elim". At Arnhem the troops were able to land and secure the bridge without opposition. It is even worse if there are opponents below them. Those gentlemen floating down through enemy gunfire have some severe problems. They lack heavy weapons. Mobility is restricted, and their supplies are limited. Paratroops are most effective in lightly defended areas, to capture objectives, destroy installations, or block enemy movements. Only once, to my knowledge, has a landing against considerable forces and with little surprise succeeded. That was Crete, and the unit making the jump was shattered.

#3. The Russian "Artillery' simulates something a little more elusive than just another unit. After all, artillery is already represented in the army and corps units. More than one account of the fighting details the Russian ability to execute a devastating attack, if there was adequate preparation. After the battle was under way this edge was lost. The German remained superior at handling fluid situations. One quote from Wehrmacht sources, found in an interesting little book titled "German Operations against Russian Breakthroughs", describes a successful zone defense in Prussia. Just before the offensive commenced the Germans pulled their troops back. The heavy blows fell on thin air. The Russian advance at first encountered no opposition, and was caught off-balance by a counterattack. Hurled back to their starting positions, "The Russians never were able to repeat their deadly preparation." The reason given was "supply" problems. The Germans later retreated when the unit on their flank gave way.

Therefore, I visualize the Russian Artillery units as representing a combination of airforce, command staff, specialist and technical personnel, as well as additional supply. The German Artillery is rationalized as representing their dreaded siege guns.

#4. German Headquarters represent airpower not just staff officers. That the Axis Headquarters can be cheaply risked or used as highly expendable units is inappropriate. If a headquarters is eliminated it should simulate the havoc and lasting damage, considering the game's time frame, to supply, communications, support, as well as the loss of a staff. Aircraft on the ground and other vital equipment would be subject to capture or destruction. The same reasoning is applied to the "Artillery". The automatically replaceable feature of units is undesirable and produces some very strange tactics. Like having the three SS Panzers commit suicide so they can conveniently appear the next turn on the West edge.

If the German wins in the USSR, he has won period. But to achieve a tie he would not only have to hold the Soviets at bay but also stalemate the Western Allies. Therefore much of the greater military production in 1942-45, including resources that would have rebuilt the standard game's automatically replaced units, is considered committed to the Western Front or Africa. If the Russians are held off until game end, the Westerners are also considered to be halted, if not on the beaches or in France, then at the Rhine.

The optional SS rule is better than the original, but it has an undesirable effect. It produces a flood of powerful replacements in 1944. Now it is true the German had shifted their economy to total war by then, but the new units were poorly trained, often under-equipped, and many did not perform well in the field. Bombing and shortages of critical raw materials were being felt. As early as 1942, strength levels were tampered with. For example, while a lot of new armored divisions were created, the table of organization was changed almost cutting in half the number of AFVs assigned to each.

#5. The conditions symbolized by mud do not often occur in early fall. Mud is more likely after the spring thaw. This is reflected in the Historical Weather Optional Rule.

#6. Russia is given a slight boost whenever Stalin is able to maintain his seat of government in Moscow. This is a desirable incentive for the

Soviets. Moving from the capital should carry a tangible penalty. There would certainly be a loss of efficiency as a result of confusion, and a drop in morale. The facilities used in the government's operation would not be as familiar elsewhere.

#7. Fortification is a major change. The seven "1" factor worker units take on a second function. It has historical validity as the Russians built extensive fortifications around several cities. Fortifications played a major role in the great armored battle at Kursk. In game terms, Fortification in the words of Frank Freemon "is a two edged sword". One can strengthen forward positions, but should the juggernaut roll over them anyway it is costly. Note that the Russians start the game without fortifications. They had to build extensive fortifications after the war started. I strongly feel that no city should have this defensive benefit prior to summer's end of the first year. In any case it is important that the Russian should have to commit new resources to fortify.

#8. Surely Headquarters and their associated airpower should be able to use what was the main and most reliable source of transportation in that vast and in many ways primitive hinderland.

#9. Victory conditions are modified slightly from the Campaign version. Although it is dubious that either side would have collapsed only because they lost their leader and his staff, in the game you are taking the role of supreme commander. If eliminated the war is over for you! The second condition, capture of 20 out of 21 major cities, is more reasonable than capture of all cities. It ends the tactic of abandoning everything but Bucharest or Archangel for an almost certain tie.

I hope this rule by rule dissection will not encourage partial use of the rules. They have been tested and coordinated as a unit. Speaking of rules, I would like to digress a bit on the subject.

Everyone agrees simulations of conflict will never really approach the real thing. I myself, am most reluctant to even try a game of tactical air combat, because having participated in the real thing I cannot imagine any game simulating that experience. Yet, I will dive happily into a game of *LUFTWAFFE,* because at the strategic level I suspect it is much closer. Can you not picture someone moving flags around a map and saying "gentlemen, troops to this point". All that aside, the ideal, to approach reality as closely as possible without genuine danger and destruction, must be ever sought. It is the holy grail of conflict simulation. Comprehension of functional reality is part of science. Designers should heed one of that discipline's tenets. Ockhams Razor — That explanation which is most simple is probably the correct one. In game design terms that means if there is more than one way to achieve affect, select the simplest one.

For Example: In-hex river symbology has been called illogical by some. That "no mans land" of hundreds of miles is ridiculous, but one must realize what is being symbolized. The cardboard counter is a marker, giving general location of large numbers of units. This is especially true when the game is corps or army scale. Those units are made up of divisions and divisions are made up of smaller units right down to the squad level. When a large unit is in a certain hex it may have elements anywhere within the area it's zone of control extends across. So that if behind a river, it has units up along that river. If it is located on a river hex, then it has units on both sides. Or when interlocked with enemy ZOC, it depicts combat over the same real estate. When viewed properly it will be seen that "river-in-hex" is far more logical in games with a zone of control and large size units than "river-between-hex". Indeed one will note that when river-between-hex is used in such games, the clean ZOC rules must undergo painful exceptions; i.e. ZOC do not extend across rivers except at bridges, unless its cold, except when the bridge is not under air attack . . . and so ad nauseam.

RCX Tactics and Considerations:

Tactics and strategy are not altered much from the standard game. Those factors such as paratroops and "artillery" units that do change play, have been restricted and rendered vulnerable so that their impact is held within reason.

The opening three turns are little effected and the same defensive and offensive strategy as used in a regular game should be used in RCX. The only differences are one more replacement factor per turn as long as Stalin is in Moscow, and the German need not worry about heavy mud in September or October. To destroy any German's morale, gift him with heavy mud in September of 1941.

Over all, the variant tends to exaggerate. The German is stronger in the first two years, and then much weaker thereafter. While the Axis is running against the clock, the Soviet must gain enough time and space to achieve parity. Once this occurs overwhelming Soviet superiority seems to follow, as dog plus bone will result in gnawing.

The Russian need not worry about paratroops until 1942. A generous margin of time has been allowed for the Germans to rebuild and prepare their Fliegerkorps for action. Since Hitler lost faith in this new weapon, we will never know how long it really might have taken under the circumstances. General Student felt at the time, that he could rebuild his command within six weeks. The losses at Crete amounted to 10,400 out of 22,000 engaged. Once the Axis Fallschirmjaegers are available, then they must be guarded against. Watch out for encirclements, river defenses undoubled in the second impulse, and most important, garrison all cities in reach.

The Russian should not put very much reliance in fortifications. They are powerful as long as Stukas are not available. If they are, and the enemy is in position to mount an assault, fortifications will probably only produce a one odds level shift on the combat results table. The results will likely be a 3-1 attack and loss of the position.

The "preparation counter" (artillery) is meant to be used in set piece battles; situations where one can bring forward all the supplies and special equipment desired. Time must be available to probe for weakness and coordinate the assault. If such an attack is hung together with less than adequate force and good control of the battlefield it can end in disaster. eg: Attacking at 1-2 raw odds, the first impulse battle would be shifted to a 2-1, in clear weather by artillery. So there is a 1 in 36 chance of "Contact" followed by "Attacker Eliminated". If artillery units are committed into fluid battles the unit's destruction in a melee is a likely result.

The German player must take precautions with his headquarters. If they are held with a reserve unit, behind the front line, they are quite safe. If left alone or at the front, beware of a Russian thrust whose sole purpose is to garner your HQ's tender hide. Russian players remember, in the variant, if you can manage to plug one of these menaces, they stay dead.

Following are a few rules worthy of consideration. For one reason or another they never made the variant. Caution, they are not a part of RCX although I do think "A" would be a desirable addition. Most important they have not been tested. There may be unforseen flaws and unwholesome results.

A—*Partisans:* The following replaces rules 19.1 and 19.2. Rules 19.3 and 19.4 still apply. (a) Partisans have a *Zone of Influence* (ZOI) instead of control, on the hex they occupy. German units using regular movement, sea invasion, or retreating as a result of combat ignore a ZOI. They may move through or stop on the same hex as partisans. (b) Units moving by rail or sea transport, may not enter a ZOI. (c) A ZOI does not change control of cities, or oil fields, but does inhibit supply. Supply cannot be traced from a ZOI, nor through a ZOI. (d) Partisans may be placed on any hex in Russia without regard to front lines or rail hexes except they may not be placed in enemy ZOC nor within five hexes of a SS unit.

B—*Rail possession:* (see 9.7) To change possession of rail lines one must trace a path clear of enemy Zone of Control/Influence to an appropriate board edge, rather than just a city. For the Russians that means any of the rail hexes on the East and South edge, plus hex A5. For the Axis, any West edge rail hex, and hex A14. Note that hexes A5 and A14 cannot be used for supply by either side. Rail possession may not be traced through a rail junction unless a friendly unit has placed it in it's ZOC during the move.

This is designed to prevent rail enclaves far behind enemy lines. While one might capture rolling stock, it would be too little to have significant capacity. At the same time it is doubtful that tracks would be converted from one gauge to another if isolated from one's own rail net. Those who look closer will be quick to recognize some fudging. It is for simplicity. Russia does not observe hex A5 as a connection to her main rail net, and Finland used the same gauge track as Russia.

C—*Victory Condition Option:* At the end of the March/April 1943 Axis turn, if Hitler is in Berlin (he may have returned that turn) the German player may elect to activate Victory Conditions Option. Upon notification the Russian player must elect to either: (a) end the game immediately with a tie verdict or; (b) continue the game under the following conditions.

I—The Russian player achieves Victory and the game ends the instant the German player has control of less than 12 Strategic points. Strategic points are defined as major cities, minor cities, and oil wells.

II—The German player wins by avoiding the Russian Victory conditions through game end. (Russian June 1945 impulse) The original Victory conditions no longer apply if this option is used.

If both sides agree, Variant rule "C" might work well in the historical game as well as the Variant. It was conceived after Tom Oleson expressed a disinclination to play the second half of *THE RUSSIAN CAMPAIGN* as the German. Why play when all you can do is tie? In my mind (I was the Russian) I felt this was unfair. In the first half all the Russian can do is lose or not lose. Why shouldn't the German have his turn at that? Yet there is a good point, for a game to drag on when little chance of victory exists for either side is undesirable. At the same time you should not ask the Russian to quit when the worst he can do is tie, with a remote chance of winning. So Bruce Downing and I created what we hope is a solution to the dilemma.

Only the German can activate the option, and then the Russian alone decides whether to select (a) or (b). If the Russian decides against the tie and continues the game then there can be no tie.

The German would be foolish to activate the option if he still can win under the Campaign Victory conditions, especially if he is in a good position, as the Russian would immediately end the game in a draw. If the German is weak, then to select the option might still be a foolish idea, as the Russian can win with a lot less territory. The German might be able to stave off defeat otherwise.

Continued on Pg. 37, Column 2

THE LONE FOX

A SOLITAIRE SYSTEM FOR TOBRUK

By Rick Mathews

Although I did a lot of solo playing of BLM sports games in my younger days I can't even begin to conceive of why anyone would want to play a wargame solitaire. Those who apparently know such things, however, inform me that large numbers of wargamers, whether through choice or necessity, play solitaire almost exclusively. Therefore I dedicate the following article to those who will never relish the true taste of victory over a live opponent.

Wargaming is a great hobby. It provides hours of fun at a relatively low cost, because games once bought can be used over and over again. It is a "sociable" hobby and allows one to meet new people from time to time who have a similar interest. There is really only one large disadvantage: one generally needs an opponent in order to play the games. It is possible in many games to play both sides, but this is certainly second best for those of us who enjoy the competitive aspect of the hobby. Even if one plays by mail or has a regular opponent, there are still those loose hours when one wishes he could sit down and play a competitive game on the spur of the moment. For such times, one's thoughts naturally turn to a search for games suitable for solitaire play. Several such options have recently become available to the gamer. The new microcomputer games have an instant appeal to the solitaire player able to afford a computer system. For others, games like *MAGIC REALM, OUTDOOR SURVIVAL,* and *SOURCE OF THE NILE* help to fill the bill, since in these games the player can play against "the system" which is quite capable of defeating him.

Unfortunately, however, there are very few true wargames with built-in solitaire systems. To this author's knowledge, *SUBMARINE* and *RICHTOFEN'S WAR* are the only two Avalon Hill titles which have something, no matter how limited, for the solitaire player.

This article, then, describes an attempt to adapt another wargame to solitaire play, where the "opposition" is controlled by a system which does not require decisions by the player. Avalon Hill's *TOBRUK* was chosen for this treatment for several reasons:

1. It is a tank battle game. The author enjoys tank battle games, and trusts that many of his readers do also.

2. It has no terrain, so no decisions regarding terrain have to be made by the system, simplifying things considerably. In attempting to devise solitaire systems for other land-battle games, one immediately runs into the problem of knowing how to have the system decide which hill to take, or which bush to hide behind. In *TOBRUK* all of these problems disappear.

3. The movement factors of the individual units are small. In many tank battle games units can dash across half the board in one turn, creating an infinite number of possible movement options. In *TOBRUK* the fastest unit moves five hexes per turn, again limiting the number of options open. This makes a solitaire game possible without the use of a computer to weigh all the options.

4. It is complex and has a lot of variety. These qualities are what make *MAGIC REALM* such an excellent solitaire game, for instance. This insures that the player will have to use his head, and that the games will not become dull through being overly similar.

In the following rules and scenarios emphasis has been placed upon *the game* rather than upon historicity. In other words, the major goal was to produce a system which would first of all give the solitaire player a good competitive game. To this end, none of the scenarios provided re-enact an historical incident. The solitaire system can be used for a few of the scenarios provided in the *TOBRUK* gamebox, but it is better suited for use with the randomly generated scenarios provided here. In the scenarios the player is generally given the role of attacker, while the system defends. This is by design, since it is generally more interesting to control the offensive forces.

There is another consideration to keep in mind as one reads these rules. That is that the side controlled by the system does not always make the "right" choices. It would be possible (probably only with a computer) to design a system which would weigh every option and every probability, and then choose the best possible course of action. No such attempt was made here, nor does the author feel that such a system would even be desirable. War is the realm of chance. In the pressure of a combat situation it is simply impossible to weigh all of the probabilities. Actually, therefore, it would be unrealistic to have one side in a battle game always making the "right" decisions. The following system allows for that. At times the system will make some obviously faulty moves. At other times, however, it will make some devastatingly intelligent ones, especially when the player doesn't expect them. The system-controlled side behaves in an over-all prudent fashion, but it is not perfect. It can surprise you, however. There is enough chance built into the system to insure that the player will never be absolutely sure just what the enemy is going to do. The system is deadly—it *can* beat you. It is up to you, the Lone Fox, to outmaneuver and outgun your shadowy opponent.

All of the regular rules of *TOBRUK* apply, except as modified below.

GENERAL RULES

1. In all of the following rules, units belonging to the solitaire player will be referred to as "player" units. Units opposing the player's forces will be referred to as "system" units.

2. In solitaire *TOBRUK,* all fire is considered simultaneous, rather than sequential as in the regular rules. Therefore, no damage or casualties are recorded until all units of both sides have an opportunity to fire (exception: dueling, as explained below). Damage to vehicles and weapons can be listed in the "ammo" section of the Roster (if optional ammunition rules are not being used) and transferred to the "damage" boxes after all fire is resolved for a given turn. When a casualty is inflicted on a personnel unit, the casualty box may be marked with a single slash, and then marked with a second slash to form an "X" after all fire is resolved for the turn.

3. Even though all fire is considered simultaneous, the player's units always move and fire first in every turn. All of the player's units move before any system units fire, except in the case of a duel.

4. In the following rules, reference is often made to the "nearest unit". If two or more units are equidistant, roll two dice for each unit. The unit receiving the lowest dice roll is then treated as "nearest" for the purpose of the rules function in question.

TANK RULES

Movement

1. When a system vehicle moves, it will always move at its full rate of speed toward the nearest player unit. It will end its movement facing the same unit while exposing its flank or rear to the fewest number of player units possible.

2. A system tank will not move:

a. toward a player tank if the system tank has received a F-kill against its main armament (75mm for a Grant).

b. if its HPN to its present target is 6 or less, and it has a possibility of inflicting a K-kill against that target with other than an "R" hit.

c. if moving would result in automatic elimination of the system tank if it were fired upon. For example, a Panzer IIIh will not move into a hex containing a functional Grant.

3. A system tank will move:

a. if the conditions of regular rules section I.H. (AFV fire initiation restrictions) concerning it are not met for any possible target.

b. if it is compelled to move by crew losses.

4. A system tank may move:

a. if the HPN to its target is greater than 6. Roll two dice for such vehicles. If the number rolled is equal to or less than the HPN, it will move.

b. if it cannot obtain a K-kill against its target except with an "R" hit. In this case, it will move on a roll of 7 or less.

Fire Combat

1. System tanks will fire at the nearest player tank, except as noted below.

2. System tanks *may* not fire at the nearest player tank if there is another player tank exposing a flank or rear aspect to the system vehicle. If this is the case, roll two dice. If the number rolled is equal to or greater than the HPN required to hit the flank/rear exposed target, it will receive fire from the system tank instead of the target otherwise nearest. This applies even if the system tank has a previously acquired target.

3. Dueling (per the regular rules) may occur as follows:

a. If the player decides to fire at a system tank which does *not* have a previously acquired target, the system tank will duel with the player tank if the player tank is the nearest to the system vehicle. If it is not, it will duel on a roll of two dice equal to or greater than the HPN to that player tank.

b. In a duel, the simultaneous nature of combat is suspended for the two vehicles involved. Roll two dice for each tank—the one receiving the lowest roll fires first. The duel is conducted per the regular rules, and all damage is recorded immediately, as it occurs.

4. System tanks able to fire APCR ammunition will always use it against qualified targets.

Tanks vs. Non-AFV Targets

1. System tanks which only fire AP ammunition will never fire their main armament at personnel targets.

2. System tanks will always fire their machine guns at eligible targets, unless it would interfere with fire of their main armament during the same turn.

3. When presented with *only* non-AFV targets, system tanks will automatically fire at the nearest. Tanks will never fire at unloaded trucks, however.

4. When presented with possible targets of both AFV and non-AFV types, system tanks will fire at the nearest non-AFV target if a number equal to or greater than the HPN to that target is rolled on two dice.

5. For movement purposes, system tanks treat non-AFV units exactly like tanks. However, tanks firing AP-only ammunition from their main armament will not move toward personnel units if there are any other types of units on the board.

INFANTRY RULES

1. Once emplaced, system personnel units will not move.

2. System personnel units will always fire at the nearest player personnel target.

3. When the player commits fire of more than 50 gunfire factors to a system personnel target in a hedgehog or weapon pit, he must check the morale of the target before firing. If the unit fails the morale check, it immediately drops into full cover and remains there for the remainder of the combat phase. There is no additional penalty, and the unit is returned to good cover at the beginning of the next turn. The player may not shift his fire to a new target.

WEAPON RULES

1. Once emplaced, system weapon units will not move, though they may pivot.

2. All system weapons (whether light, medium, or heavy) acquire and fire at targets exactly like weapons mounted on AFVs. However, if the weapon cannot inflict damage on an AFV, it will ignore it. Likewise, if it cannot inflict damage on a personnel unit, it will ignore it.

ARTILLERY RULES

1. The player may not use more forward observers than the system.

2. The type of artillery assigned to each FO (whether player or system controlled) is determined randomly by any method desired (such as drawing chits or assigning each type a die-roll number).

3. System artillery will fire only registrations, concentrations, and barrages.

4. To determine when system artillery fires, roll two dice for each system FO at the end of the movement phase, for each board section which contains player units. a roll of 7 or less indicates a *possible* hit in that board section. Roll once for each player unit in the section (in any order desired)—a roll of 3 or less on two dice indicates a hit. Cease rolling when the first hit in that section is made for that turn. Determine the type of hit by rolling one die: 1-4 = registration, 5-6 = concentration. Hits within four hexes of a system infantry or weapon position are always barrages (one barrage per FO). Mark each hit location with an inverted field emplacement marker, and record its location and type in the artillery roster.

5. The determination of a "hit" from step 4 does not necessarily mean that a unit in that hex will receive fire in any turn. In the course of a game, an individual battery will likely have several potential registrations and concentrations on the board. Therefore, it becomes necessary to determine just which target will actually receive fire from a battery in a given turn. System batteries will fire at potential targets in the following priority order:

a. any personnel unit or loaded carrier unit

b. any weapon unit

c. any AFV unit

If more than one target qualifies, resolve the problem with a die roll. System artillery will move with and shift targets according to this same priority system.

RANDOM FORCE GENERATION

The following paragraphs describe a method for randomly generating and placing a force within a specific board section. As explained in the scenarios, sometimes this method is used to generate and place system forces, and sometimes it is used for both sides.

Random Placement

1. First, find the center hex of the board section which will contain the forces. These are as follows:

A: J10 D: DD20
B: I22 E: CC32
C: J35 F: DD45

2. Invert and mix the units to be placed.

3. Roll one die for each unit to be placed to determine the direction from the center hex toward which the unit will be placed. The directions are as follows:

1: NE 4: SW
2: E 5: W
3: SE 6: NW

4. Roll one die again, and place the unit the resulting number of hexes away from center, in the direction found in step 3 above. If the result would place the unit in the gray border area, place it one hex short of that area. Any number of AFVs may be placed in the same hex. If a medium or heavy weapon unit ends up in the same hex as another unit, roll again.

5. Turn the units face up.

6. AFV and weapon units will always face toward the opposition's board section or edge located nearest the friendly unit in question.

Armored Force Generation

1. Roll one die to determine the number of vehicles contained in the board section.

2. Roll on the AFV tables to determine the specific vehicle types.

AFV Tables

	British		German
2-5	Stuart	2-5	M13/40
6-7	Grant	6-7, 11	PzIIIh
8-9	Crusader	8	Marder
10	Matilda	9	PzIIIj
11	Valentine	10	Semovente
12	Crusader C.S.	12	PzIVe

Infantry and Weapon Force Generation

1. Roll one die to determine the number of platoons: 1-2 = 1 platoon 3-5 = 2 platoons 6 = 3 platoons

The "company HQ" units of a given nationality are always added to the result found above.

2. Determine the number and type of weapons as follows:

BRITISH OR GERMAN

Two medium or heavy weapons per platoon. Roll two dice for each weapon: 2-5 = medium, 6-12 = heavy. Roll one die to determine the number of light weapons. Roll on the weapon tables to determine the exact type of each weapon.

ITALIAN

One medium or heavy weapon per platoon. Roll one die for each weapon: 1-3 = medium, 4-6 = heavy. Roll one die and divide the result by two (round up) to determine the number of light weapons. Roll on the weapon tables to determine the exact type of each weapon.

3. Randomly place the medium and heavy weapons in the board section specified by the scenario chosen. Place each in a weapon pit with a crew.

4. Roll one die to determine the number of forward observers: 1-2 = 1 3-4 = 2 5-6 = 3

5. Assign each light weapon and FO to any infantry section as desired. Note the assignments on the infantry roster.

6. Invert and mix all infantry sections, except HQ groups. Split these inverted groups as evenly as possible between the medium and heavy weapons already placed, with any extras placed with those weapons nearest the enemy section or board edge. Roll one die for each unit, and place it adjacent to its weapon unit in the hex indicated by the die roll. Use the directions given in step three of "random placement".

7. Turn the infantry sections face up, and give each its assigned FOs and light weapons. Place a hedgehog counter in each hex containing infantry sections. Place the HQ groups such that the maximum number of units benefit from their morale modifier.

8. Place any additional field emplacements per scenario specification.

THE SCENARIOS

The following scenarios are basically arranged in order of increasing complexity, from pure tank battles to a combined arms operation. When reference is made to point values, use the point value chart in the "Firefight" section of the regular rulebook. Initial starting force point values are always taken from the "captured" column of that table, except for Stukas which use the K-kill column. Victory points are always taken from the appropriately marked column. Each scenario is 30 turns long.

1. *Melee*—Randomly choose three board sections (by assigning each a die roll number), and randomly place system tanks on each. Player tanks are randomly placed on the remaining three sections. At the end of the scenario, two calculations are performed. If the first calculation yields a larger number than the second, the player has won. Otherwise, the system wins.

a. first, divide player victory points by system victory points.

b. second, divide player initial value by system initial value.

2. *Breakthrough*—The gray "S" row of section B is considered a continuous anti-tank trench. Randomly place system tanks in sections A and C. The player enters the south edge of the board with a force whose initial value is not more than double that of the system force. To win, the player must exit at least half of his forces (in units, not point value) off the north edge of board section B. Special rule: A system tank will not move if a line traced between it and any undamaged player tank extends to intersect the north edge of the board. This only applies if the system tank is the nearest of the two to the north edge.

3. *Convoy*—Randomly generate and place system tanks on two board sections, also chosen at random. Roll two dice—the result is the number of light trucks in the player's "convoy". The player may choose a tank force which does not exceed the initial point value of the system forces. To win, the player must move at least three-fourths of his convoy trucks from east to west along the gray "S" row (which becomes a desert road), and exit them off the west edge by the end of the game. Trucks may not leave the "S" row. Player tanks enter anywhere along the eastern board edge. The player may delay the entry of his trucks as long as he desires. Special rule: System tanks will always fire at trucks (rather than other targets) if their HPN to any truck is 8 or less (before modification for movement). This special rule supersedes rules 3 and 4 of "Tanks vs. Non-AFV Targets" for this scenario only.

Weapon Tables

British		German		Italian	
Light		**Light**		**Light**	
2-8	ATR	2-7	ATR		45mm Mortar
9-12	2 in. Mortar	8-12	50mm Mortar		
Medium		**Medium**		**Medium**	
2-7	Vickers MG	2-7	MG34	2-7	Breda 37
8-12	3 in. Mortar	8-12	81mm Mortar	8-12	81mm Mortar
Heavy		**Heavy**		**Heavy**	
2-5	2 pdr.	2-5	28/20 PAK	2-7	47mm ATG
6-7	75mm ATG	6-8	50mm PAK	8-12	20mm Breda
8	6 pdr.	9, 12	75mm LIG		
9	Bofors AA	10, 11	88mm FLAK		
10-12	25 pdr.				

AFV Movement Matrix

German/Italian System Vehicles

	ATR	2pdr	37mm	40mm	6pdr	75mm	25pdr
PzIIIh					11	8	8
PzIIIj					10	3	4
PzIVe		13	26	X	28	X	X
Marder				10	18	9	10
M13/40		17	23	X	X	X	X
Semovente		20	27	X	X	X	X

British System Vehicles

	ATR	Breda 20mm	PAK 28/20	47mm	50mm Short	50mm Long	75mm Short	75mm L/18	76.2mm	88mm
Stuart		2	12	9	12	17	10	16	X	X
Grant			4		6	12			29	X
Crusader			11	9	12	17	5	14	X	X
Crus.C.S.			11	9	12	17	5	14	X	X
Valentine			5		4	17			28	X
Matilda			5		6	14			28	X

4. *Assault*—Randomly place a system infantry and weapon force in section B. Randomly place system tanks in sections A and C. The player enters on the south edge with a force whose initial value is not more than double that of the system force. To win, the player must be the last to occupy, with infantry units, at least two-thirds of the hedgehog and/or weapon pits on the board.

Special Rules:

a. Field emplacements: Roll two dice and multiply the result by two to determine the number of minefield counters. Roll two dice for the number of anti-tank trenches. Invert and mix both types together, and place them in a continuous line in the gray area of section B, centered around the center gray hex on the south edge of that section. Turn them face up before play begins.

b. A system tank will not move if a line traced between it and any undamaged player tank extends to intersect any part of board section B, including the surrounding gray area. This only applies if the system tank is the nearest of the two to section B.

PLAY BALANCE RULES

The following rules should really be considered "advanced" in nature and should be used by players as soon as they feel comfortable with the rest of the system. They are designed to compensate for some characteristics of the system which would otherwise give the player an undue advantage. As such, they provide added competition and realism with a small amount of added complexity.

The first rule is designed to prevent situations in which the player may simply wait for a system tank to charge—at which point he guns it down. The second rule provides the system with a better chance of obtaining advantageous "acquired target" shots.

1. When it has been determined that a system tank will move, consult the AFV Movement Matrix before the move is actually made. Find the system tank in the left column. In the row across from each tank is listed the minimum distances that vehicle will maintain from the listed enemy weapons (unless the vehicle is already closer). If moving would place the system tank closer to any weapon than the minimum listed distance, then the vehicle will not move. An "X" means that the vehicle will never move closer to the weapon in question. The absence of a number indicates that there is no movement restriction. For example, it has been determined that a system Grant will move. Such a move, however, would place it 28 hexes from a 76.2mm gun. Therefore, the Grant will not move after all.

2. If a system weapon (including those mounted on AFVs) has a previously acquired target, it will only fire at a closer target if a roll of two dice yields a number equal to or greater than the system weapon's HPN to that closer target.

Players will obviously be able to devise their own solitaire scenarios. The ones included here are designed to get the player started, and hopefully to provide some inspiration. Of couse, if a player does not want to generate random forces, he can always pair off any forces of his choosing. The random system included here, together with the scenarios, is designed to prevent the player from weighting things too heavily in his own favor.

Undoubtedly other more complex and realistic solitaire systems could be designed. The goal here was to provide a maximum of enjoyment with a minimum of hassle. Perhaps these rules will inspire readers to devise solitaire systems for other games. If so, this author will look forward to seeing them in the pages of *THE GENERAL*. ☆

CONVENTION CALENDAR

THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

MARCH 13-14

FANTASY LAIR '82, Ponca City, OK
Contact: P.O. Box 241, Ponca City, OK 74602.
NOTE: Fantasy only

MARCH 19-20-21

SIMCON IV, Rochester, NY
Contact: P.O. Box 5142, River Station, Rochester, NY 14627. *NOTE:* Fantasy only

MARCH 19-20-21

NEOCON I, Akron, OH
Contact: Convention Lords, Inc., P.O. Box 4045, Akron, OH 44321
Note: Wide Assortment of Events

APRIL 17

FAL-CON, Colorado Springs, CO
Contact: CPT Bruce Degi, 6695 Snowbird Dr., Colorado Springs, CO 80918.

APRIL 23-24-25

USACON 4, Mobile, AL
Contact: Leo Vaulin, POB USA-1, Mobile, AL 36688. *NOTE:* Fantasy only

MAY 21-22-23

CWA CON 82, Chicago, IL
Contact: Chicago Wargamer's Association, P.O. Box 10397, Chicago, IL 60612. *NOTE:* Wide assortment of events including many AH game tournaments.

MAY 28-29-30-31

GRIMCON IV, Oakland, CA
Contact: P.O. Box 4153, Berkeley, CA 94704.
NOTE: Fantasy-SF.

MAY 30

M.I.G.S. III, Kitchener, ONT
Contact: Les Scanlon, 473 Upper Wentworth St., Hamilton, Ontario, CANADA L9A 4T6.

JUNE 11-12-13

MICHIGAN GAMEFEST, Detroit, MI
Contact: Metro Detroit Gamers, P.O. Box 787, Troy, MI 48099. *NOTE:* Many AH events among a wide range of gaming activities.

JULY 3-4

FIRST ANNUAL ATLANTA SQUAD LEADER OPEN, Atlanta, GA
Contact: D. R. Munsell, 2327 Dayron Circle, Marietta, GA 30062. (404-973-6040) *NOTE:* Five round, round-robin *SL* tournament

JULY 23-24-25

ORIGINS 82, Baltimore, MD
Contact: Atlanticon, Inc., P.O. Box 15405, Baltimore, MD 21220. *NOTE:* The National Adventure Gaming Show including many AH sponsored events among a wide range of other gaming activities.

Advanced Level RICHTHOFEN'S WAR Again

By Kenneth Erbey

Since its introduction in 1973, *RICHTHOFEN'S WAR* has stood the test of time quite well. Its quick action and uncomplicated format have made it one of the most popular wargames. Small wonder that other companies have been quick to duplicate *RICHTHOFEN'S WAR*. Although they can claim originality by using a different time period, they still can't seem to capture the simple grace of the predecessor. Yet it is still not without its faults. It suffers from the age old dilemma of all wargames—a trade of realism for simple game mechanics. Fortunately it worked out well.

There have been several proposals for added realism for the game—the RICHTHOFEN'S MANEUVER CARDS being the most notable—but there are still a few rules which detract from the potential realism of the simulation. For example, the German player in his Fokker d7 spies a lone SPAD 13 making its way back towards friendly lines. With superior skill, the German maneuvers his Fokker behind the tail of the SPAD and fires a burst. The SPAD is in trouble. But then making a maneuver that Richthofen himself would be envious of, the SPAD spins 180° with its guns blazing! (See Diagram 1).

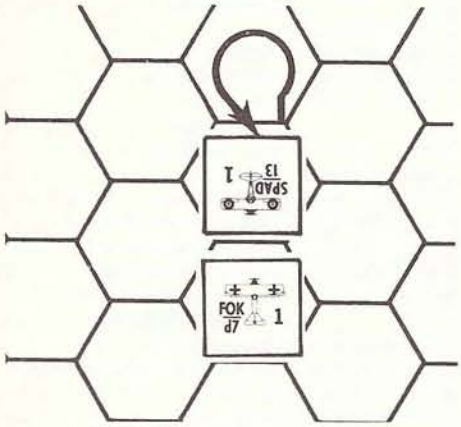


Diagram 1: "Miracle Maneuver"

The German player fires defensively, moves directly behind the SPAD and unloads another burst. The SPAD, once again utilizes his 'miracle maneuver' to position the Fokker within his gunsights and fires away, critically damaging the German's controls. The German fires defensively one last time, but it is not enough. He tries to flee, but the SPAD flies behind the Fokker and fires a killing spray of bullets.

The above example was not only very unrealistic—(witness the 'miracle' maneuver), but was also basically a disguised crap game. The players merely moved the playing pieces in between rolls of the die. The German player moved within a range of one hex and rolled the die. The Allied player in his turn moved within one hex and then it was his turn to roll the die. So on and so forth, each player firing at a range of one until the die chose a winner. Some may call this realistic, but to the hard core purist who scoffs at the abstract, it's closer to sacrilege. To those so afflicted I propose an Advanced Level version of this classic Avalon Hill game (Advanced Level being synonymous with added realism at the cost of added playing time, and intended for experienced players only).

Under the present Intermediate Level format, *RICHTHOFEN'S WAR* is played on a map with hexes equaling 50 meters. In the Advanced Level version this will be reduced to approximately 17 meters. There is no other change in the Game Equipment.

The advanced game is an extension of the Basic and Tournament games that includes rules charts and tables for more realism and complexity. All Basic and Tournament Game rules apply unless otherwise stated.

MANEUVER:

In the Basic and Tournament Games the aircraft were allowed to turn up to 180° within the fifty meter hex. In the Advanced game, however, each hex has been reduced to approximately 17 meters. Each aircraft may not turn more than one hexside per hex. The use of the individual aircraft's Maneuver Schedule becomes very important.

MOVEMENT:

Before a player moves his aircraft, he must first mark his direction of travel with a dummy marker. The player is then obligated to move into the first hex directly forward. After thus moving, the player may elect to move once again directly forward, or turn in place one hex-side at the cost of movement points indicated on the maneuver schedule. If the player elected to turn, he must then move one space directly forward (he may not turn more than one hexside per hex). After he has moved to this obligated space, if he elects to turn once again in the same direction he must use the next number on the Maneuver Schedule (In relation to the direction that the dummy direction counter is facing).

For example: A Fokker d7 starts his turn facing North. The German player places a dummy counter facing North. The Fokker moves his first space directly forward and turns one hexside to the right. Looking at the Maneuver Schedule for the Fokker d7, this turning maneuver cost 0 MPs. The Fokker moves one space directly forward and turns again to the right. He is now facing Southwest compared to the dummy direction counter which is still facing North. Looking at the 'Southwest' direction on the Maneuver Schedule shows that such a turn would cost two MPs.

Any time an aircraft moves two or more hexes directly forward, without changing the hexside direction, the dummy direction counter is 'reset' to this new direction. For example: If the above Fokker were to fly two spaces directly forward in a Southwest direction, its dummy direction counter would be reset to face in a Southwest direction. See Diagram 2.

COMBAT

In order to keep *RICHTHOFEN'S WAR* from becoming too complex, and due to the limitations of a two-dimensional hexagonal board, there are only six 'avenues of approach' for forward firing machine guns to use when attacking. (See Diagram 3). In order to fire at a target, a forward firing aircraft must be in that target's avenue of approach and have that target within a twelve hex range field of fire. Rear firing machine guns may fire at any targets within their twelve hex range field of fire. The players place a dummy counter to mark the first hex that their aircraft is able to meet these conditions. The aircraft then flies toward the target until it expends all of its movement points or it is point blank over the target (in the same hex).

EFFECTIVE FIRE NUMBER TABLE

NUMBER OF MOVEMENT POINTS "SIGHTED"

MOVEMENT ALLOWANCE	1	2	3	4	5	6	7	100%
1								1
2				1				2
3		1			2			3
4		1		2		3		4
5	1		2		3	4		5
6	1	2		3	4	5		6
7	1	2	3		4	5	6	7
8	1	2	3	4	5	6	7	8
9	1	2	3	4,5	6	7	8	9
10	1	2,3	4	5	6	7,8	9	10
11	1,2	3	4	5,6	7	8,9	10	11
12	1,2	3	4,5	6	7,8	9	10,11	12
	1	**2**	**3**	**4**	**5**	**6**	**7**	**7+1***

EFFECTIVE FIRE NUMBER

DIE ROLL MODIFICATION CHART

* +1 100% Effective Firing
+1 Point Blank Firing
+1 Slot Fire[1]
-1 Angle Fire[2]

Dice roll modification is cumulative. Example: An aircraft with 100% Effective Fire at point blank range attacking from the slot would have a +3 Die Roll Modification.

[1]Slot Fire is an attack from directly behind the target at a range of one or less (point blank).
[2]Angle Fire is any attack from the Number 2 or Number 6 Avenue of Approach.

In order to fire defensively, the attacking target aircraft must have attacked from an avenue of approach within the field of fire of the aircraft firing in the defensive phase.

To avoid confusion, players should announce "sighted" when attacking aircraft or target aircraft satisfy the requirements.

The players may then resolve their attacks by locating the column of the firing aircraft-type on the Advanced Level Target Damage Table. Determine the Effective Fire Number by counting the number of *Movement Points* that the target aircraft was in the field of fire, (the dummy counter is used to aid the players), and then cross referencing this number with the movement allowance of the attacking aircraft on the Effective Fire Number Table. This will yield the Effective Fire Number.

Locate that Effective Fire Number within the firing aircraft's column. Roll two dice and modify the outcome according to the Die Roll Modification Chart. Cross index this number with the Effective Fire Number to determine the number of hits scored.

If the attacking aircraft has any movement points left (i.e. it stopped movement directly over the target to resolve combat at point blank range), it must now expend those remaining movement points. It is allowed to resolve as many combat encounters as it can initiate, but it can only attack each target once (unless it fired defensively). The firing aircraft then marks off one box on the appropriate (forward or rear) Ammunition Section of the Aircraft Status Pad. Each firing aircraft marks off only one box per turn regardless of the number of targets fired at.

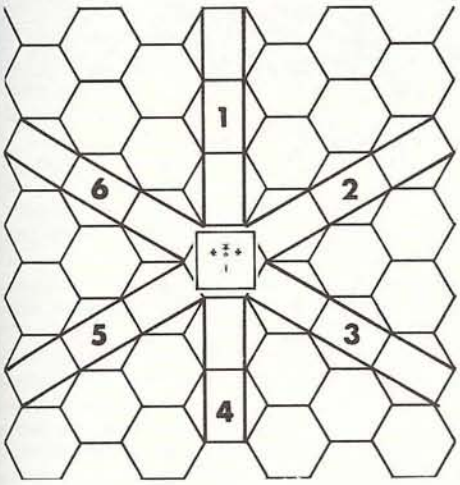
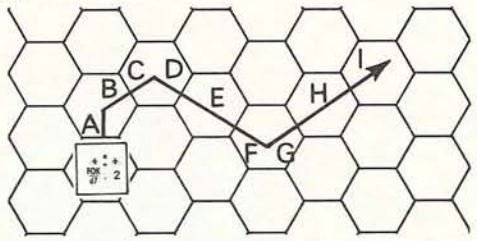


Diagram 3: Six "Avenues of Approach"

An example of Advanced Level Combat is shown in Diagram 4.

A SPAD 13 moving at 11 spaces moves in to attack a German Fokker d7. He moves three spaces straight ahead in order to enter the German's avenue of approach. At this time the German announces that he has sighted the SPAD. The SPAD turns to face the Fokker, expending one MP for the maneuver. He now announces "sighted". He places a dummy counter to mark that hex, and then starts his attack. He moves directly towards the Fokker until he is in the same hex as his target (point blank). He then counts the number of *movement points* expended during his 'attack' and comes up with six (remember to count the movement points for turning to face the German as well as the one for moving Point Blank). Cross referencing this number with the movement allowance for that turn (11 MPs) he gets an Effective Fire Number of four. Rolling the die and Modifying +1 for point blank fire, the Spad gets a ten. Cross referencing this with

Diagram 2: Example of Movement



	Aircraft	Dummy	Maneuver Schedule Fokker d7	Movement Cost Tot	Movement Cost SubTotal	Action
A				1	1	Move one space
B				0	1	Turn to the right
C				1	2	Move one space
D				2	4	Turn to the right once more
E				1	5	Move one space
F				1	6	Move one more space. Reset direction counter (Maneuver schedule)
G				0	6	Turn left
H				1	7	Move one space forward
I				1	8	Move one more space. Reset direction counter

ADVANCED LEVEL TARGET DAMAGE TABLE

DICE ROLL 2	3	4	5	6	7	8	9	10	11	12	13	AIRCRAFT TYPE A	B	C	D
	MG (ALL RANGES)							1	1	2*					
	AA (ALL RANGES)					1	1	2	2*	3					
	3	4	5	6	7	8*	9	10	11*	12	13	7			
		3	5	6	8	9*	10	10	11	12*	12		7		
		2	3	5	6	8*	9	10	11	12*	12	6			
		2	3	4	5	6	8*	9	10	10*	10		6	7	
			2	3	4	5	6*	7	8	9	9	5			
			1	2	3	4	5*	7	8	9	9*		5		
			1	2	3	4	5	6*	8	9	9*			6	
				2	3	4	5*	6	7	8	8				7
				1	2	3	4	4*	5	6	7*			5	
				1	2	3	4	4*	6	7	7	4			
					1	3	4	4*	5	6	7		4		
					1	2	3	3	4*	5	6			4	6
				1	2	3	3	4	4*	5	5	3			
					1	2	3	3	4*	4	5		3		
						1	2	3	3*	4	4	2			
							1	2	3*	3	4		2		
						1	1	1	2*	3	4			3	
							1	1	2*	3	3			2	5
							1	2	2*	3	3	1			
							1	1	2*	3	3				4
							1	1	1	2*	3*		1		3
								1	1	2*	3*			1	
								1	1	2*	3				2
									1	2	3*				1

EFFECTIVE FIRE NUMBER

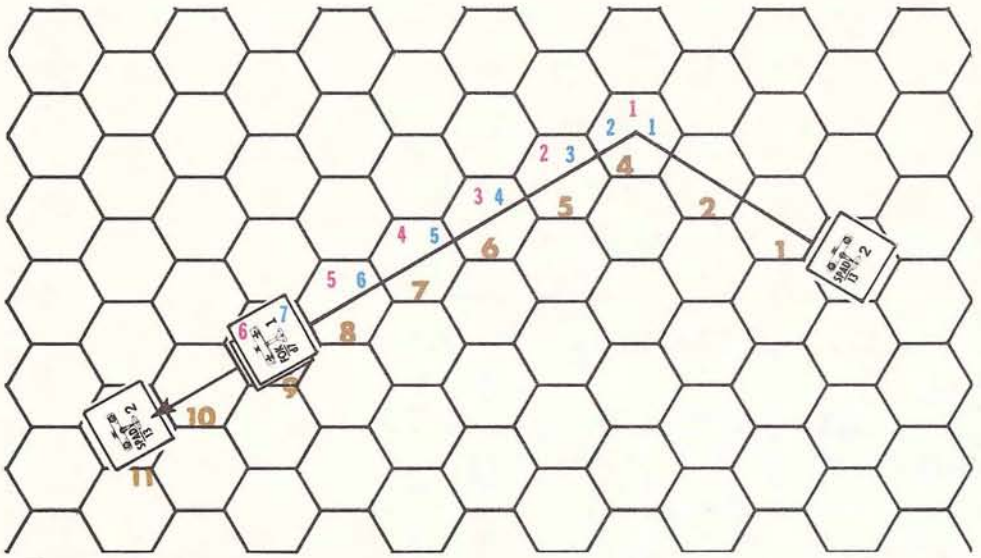


Diagram 4: Example of combat.
Movement points for the SPAD in Brown
"Sighted" points for the SPAD in Red
"Sighted" points for the Fokker in Blue

the Effective Fire Number of four, he does four points of damage plus a critical hit. He has two Movement Points remaining, and elects to fly straight ahead for that remainder.

The German elects to fire defensively (the SPAD attacked in the Fokker's field of fire). Counting the MPs that the SPAD spent in the Fokker's field of fire, he comes up with seven (counting the MP the SPAD used to move into the Fokker's avenue of approach before turning). Using the SPAD's movement allowance of 11 (the Spad did the moving), the German cross references these numbers on the Effective Fire Number Table to get an Effective Fire Number of 5. He rolls the die, Modifying it +1 for point blank fire (He receives this benefit also because he is firing at the same time as the SPAD) for a total of 11. Finding the Effective Fire Number (five) under the Fokker d7 column, and cross referencing it with the modified die roll (11), he finds that he did eight points of damage to the SPAD.

In the Basic and Tournament Level versions of *RICHTHOFEN'S WAR,* range is the most crucial factor in determining combat, when actually a bullet fired at 500 yards would do just as much damage as one fired at fifty. The only advantage of closer range would be greater accuracy. In the Advanced Level Game the length of time that the attacking pilot actually sees and fires at the target determines the effectiveness of the fire. The longer the burst, the more time the pilot has to "aim" his fire, thus increasing the effectiveness.

Maneuvering becomes very important to the game. In the Basic and Tournament versions, both aircraft could be in high performance turns and still do unbelievable damage to one another because they were only fifty yards apart. In the Advanced Game players will find that the tighter they get to the enemy the harder it will be to inflict damage. Much more meaning will come to the Maneuver Schedule. In the Tournament Game, using the Maneuver Schedule and sighting rules added greatly to the realism, but "miracle maneuvers" were still possible. The Advanced Game adds greatly to the playing time of *RICHTHOFEN'S WAR,* but the realism that is achieved is truly exciting and well worth the effort. Players will know what it is like to sweat when they have an enemy Sopwith Camel on their tail; it's not that easy to shake loose. Players will also find that once a player gets an advantage, the contest will pretty much be decided (as it was in real life). The maneuvering abilities of the individual aircraft becomes much more enhanced and realistically important. The Rotary engined Fokkers with their natural tendency to pull to the right will appreciate that fact when trying to close in on a kill or escape a Nieuport that has gotten too close for comfort. The Fokker d7 will enjoy the ability to make wide turns at no cost in movement points. In short, players will in fact become World War I pilots instead of just moving a small piece of cardboard around on a map and rolling the die.

What better way to become haunted by the Chivalrous Knights of the air?

Comments and/or questions should be sent to Kenneth Erbey, P.O. Box 2892, Palmer, AK 99645. Be sure to send a self-addressed, stamped envelope if you expect a reply.

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AH PHILOSOPHY . . . *Continued from Page 2*

GEN CON EAST and the comments generated therefrom have resulted in a heavily edited second draft which is currently in the hands of the *SL* playtest crew. Scenarios will follow in early March and, with luck, the game will get out of Art just in the nick of time for ORIGINS.

G.I. will be the biggest (and hopefully the best) release in the *SL* series. It will be packaged in a full bookcase box with five mapboards (8, 12, 13, 14, and 15), 14 scenarios, a 36 page rulebook, and more counters than you can punch out in a week. Much emphasis has been placed on restructuring and simplifying earlier game system rules. The net result will be that although part of the system will require relearning, it will be a much more efficient and smooth playing game that *SL* enthusiasts will be playing in the future—not a more complicated one.

The biggest single change in the game system is an extensive revamping of the TO HIT procedure which uses changes of hexsides in the Covered Arc of ordnance according to the type of ordnance firing to yield drastically simpler TO HIT calculations which are even more realistic than the original. Other rule changes will be much in evidence throughout the presentation as six years of experience with this game system pays off. This is not the simple "gamette" we had planned so long ago. It is much, much more and will be expensive. It will also be worth it!

Don Greenwood

BATTLE OF THE BULGE

I am beginning work on a new second edition rules manual for *BULGE.* Planned for inclusion are several new and interesting optional rules. The German Corps Integrity Rule penalizes German units of different corps that attack together during the early days of the battle. The Last Minute Demolition rule gives either side one last-ditch chance to blow a bridge at the moment the enemy enters the hex. The Improved Positions Rule allows both sides the ability to improve the defenses of any non-town hex.

RICHESSE DU MONDE

A recent acquisition from France, *RICHES DU MONDE* is a *MONOPOLY*-type game with a provocative twist. Buying and trading is not done in real estate, but rather in the world commodity markets. One can wheel and deal in 24 commodities ranging from valuable oil, steel, and wheat to tobacco, rubber, and raw cotton. These commodities can only be acquired from the nations that produce them so players must travel around the world purchasing what they can as they go from nation to nation. Of course, collecting all these commodities and cornering the market on your favorites is a lot of fun, but even greater enjoyment comes when someone is forced to pay you exorbitant amounts of money by landing on a space marked with the name of one of your monopolies. Luck and skill elements combine to make this a challenging game to veteran and novice players alike.

Mich Uhl

OSG Games

As many of you are aware, the Operational Studies Group (OSG), recently went out of business. Fortunately for us and, I believe, the gaming public, we have obtained the rights to publish several of their titles. We hope to have some of these fine games back in print soon.

I have recently been assigned the task of reviewing the OSG games, choosing the most suitable to be republished, and then completing any smoothing and polishing thought to be necessary before they go back on the market. Since I am not presently familiar with all of these games, I would like to enlist the aid of any of you out there who have extensive experience playing the old OSG titles. I am specifically interested in rules problems where you have found the design's intent to be unclear, cumbersome, or incomplete. I would like to hear about your experiences playing these games, your overall opinion of them, and any suggestions that you might have for improving them. The games that I would most like to hear about are *AIR COBRA, NAPOLEON AT BAY, LEIPZIG,* and any of the small folio games. Please write to me c/o the Avalon Hill Game Company.

Bruce C. Shelley

THE BATTLE OF BULL RUN is heading towards a general playtest. The game system, mapboard and order of battle have been designed and tested, so the next step is a by-mail playtest. This game is designed for competition along "classic" lines: it is simple enough to be finished in under three hours, but it is complex enough to be a test of skill and analysis (instead of being a "beer and pretzels" game). It does a surprisingly good job of recreating the First Battle of Bull Run, largely because the inexperienced armies were forced to fight a very simple battle.

WESTERN CAMPAIGN is stalled while I mull over the air power and naval activities. This game is a mate to *RUSSIAN CAMPAIGN* (same scale and

Continued on Page 42, Column 1



THE CLASH OF UNITS

Analyzing the Pieces in Caesar's Legions

By David Meyler

CASEAR'S LEGIONS lends itself nicely to the "piece by piece" type analysis. Although it extends over five scenarios and a hundred years, situations and units do not change greatly. The general tactics and use of various units that apply to one scenario generally apply to others. Covered in this discussion, in addition to the actual unit counters, will be such intangible "pieces" as the German tribes and Roman empire, which have an important, if somewhat hidden, influence. A brief historical comment will be provided for the German units, since this is lacking in the designer's notes.

The Germans:

Tribes: The thirteen represented are not, on the whole, single tribes as such. Some of the larger groupings, such as the Lesser Chaucii and Suebii, represent the named tribes plus dependents and allies. Actually there were some twenty or so major tribes in the area represented, hence each village on the map could represent one tribal center. Population figures should be watched as they are usually exaggerated. The western Germans (generally those represented in the game) were subsistence farmers, and numbers could not have been large. H.W. Koch in *Medieval Warfare* estimates an average tribe at 25,000 to 40,000 individuals, fielding a force of 6,000 to 10,000 warriors. In scenarios 1 and 2 tribal setup does not play a major role as set forces are provided. In scenarios 3, 4, and, to a lesser extent, 5, the selection of rebel tribes and tribal mobilization are vital. The most important tribe is the Chatii, due to numbers and central location. It makes a good staging area for raids into the Roman rear areas, as well as moves to block Roman drives in the north, center and south. Behind the Chatii come the Lesser and Greater Chaucii. They also provide a large number of warriors, but are less centrally positioned. Nevertheless, together with the Chatii, these tribes usually form the core of German resistance. The Rhine tribes, the Sugambrii, Tencterii, Marsii and Usipatii, together form an important force, both in warriors and chiefs, the latter comprising a category which the Germans never seem to have enough of. The Langobardii makes a good reserve force. The Suebii, Lugii and Hermandurii, although large tribes, remain somewhat localized powers due to their remoteness from the central area of the board. This is of more importance in scenarios four and five, since in the Teutoburger Wald isolated villages can be difficult for the Roman to hold. The Frisii are generally pro-Roman although a few renegade chaps help out Arminius from time to time. The political situation had changed somewhat by the Batavian Revolt however, and the Frisii were definitely anti-Roman. Hence their forces could be increased for scenario 5 to something around the level of eight warbands. The Batavii are Roman allies in most of the scenarios in which they participate, and sometimes provide native troops as ad hoc auxiliaries. Although not apparent in game terms many of the regular auxiliary units on the Rhine were drawn from Batavians. In scenario 5 the Batavians spearhead a revolt against Rome, and anyone who has played this scenario will know how much this defection weakens Rome's position on the Rhine.

Advantages: Tribes can mobilize a fair number of troops very quickly, within two days or one game turn.

Disadvantages: The lack of unity amongst the tribes makes mobilization uncertain. The failure of an important tribe to mobilize in time, or simply mobilize at all, can be decisive, aside from what it does to your nerves.



Supreme Leaders: These units represent the most influential war leaders (among the western tribes elected by the warrior assembly) and their personal retinues. The German leaders are, on the whole, more important than their Roman counterparts. The legions can usually cope on their own, but Germans can always use a bit more help. Supreme leaders also give the Germans some unity, allowing more than one chief to stack together. They also act as chiefs, allowing units to break down for losses.

Advantages: The favorable combat modifications of +/− 1.

Disadvantages: You only get one in any given scenario, and in scenario two you don't get one at all.



Chiefs: These represent the regular war leaders; family and clan heads with their mounted retinues. The chiefs are vital to the Germans for they allow units to break down for losses; usually meaning that losses are cut in half. Stacked with a supreme leader a number of chiefs can add a few very important combat factors and step losses to a major stack. Near the end of scenarios, chiefs can be removed for losses to spare the warriors. Other than that, chiefs should never be exposed to unnecessary risks. Historically, German chiefs fought in the front line, since the warriors were expected to do no more than their elected leaders. As such they made prominent targets, but the Romans rarely caught any. So it should be in the game; use the chiefs extensively in combat, but if things get tight make sure they get out before it's too late.

Aavantages: They allow units to break down for losses.

Disadvantages: There are never enough of them, and with a movement factor of seven, Roman light cavalry can run them down if isolated.



Cavalry 2-9s and 5-9s: Cavalry among the western Germans was not the decisive force. Its most important roles were supporting the infantry and providing a raiding and reconnaissance force. They were armed with the javelin or *framae* and a shield. The game represents cavalry's supportive role in the retinues of the leaders, and occasionally when cavalry is placed in a killer stack. The raiding role is easily the main use of the cavalry units. Cavalry is well suited for harassing the Romans; with a movement factor of nine they are the fastest units in the game. The 2-9 warbands do nicely for delaying major Roman forces, since its annoying to lose two movement points for the sake of these small units. The warbands in sufficient number can be a threat to exposed Roman auxiliaries. The 5-9 mobs are the true cavalry battle groups. A stack of four can challenge most auxiliary stacks, are nearly always fatal to single Roman cohorts, and provide a powerful raiding force. In the Teutoburger Wald scenario a stack of 5-9s that gets into a "soft" Roman area can be both devastating, and extremely difficult to run down.

Advantages: The movement factor of nine.

Disadvantages: The attack factors are about half that of medium infantry for comparable units, and you can always use more than you get.



Light Infantry 2-5s and 5-5s: Light infantry represents the elite German infantry. They served as retinue men, supported cavalry by actually running beside the horses, and aided the regular forces in pitched battles. They were armed with javelins, slings, short swords (actually hunting knives) and shields. The 2-5 warbands, like their cavalry counterparts, make good delaying units. Light infantry are the most mobile units in woods, and can infiltrate into Roman rear areas through forests. The 5-5 mobs can be decisive when placed with a killer stack in the woods due to the +/− 1 die roll modification. In addition they can be used to support major cavalry raids through wooded areas.

Advantages: The movement and combat bonus in woods.

Disadvantages: The same as for cavalry.



5-4 Medium Infantry Warbands: This is the base German unit, composed of the average warriors armed with javelins and shields. The warband roughly represents clan sized squares of approximately 1,500 men. Warbands by themselves are not an effective fighting force. They can be used in various miscellaneous ways, such as delaying or garrison units. Their most important function is as breakdown units when losses are received.

Advantages: Nothing notable outside of numbers.

Disadvantages: They are not really effective until formed into mobs.



9-5 Mobs: Actually "mob" is a misleading term. Germans had a fairly strict military organization based on family relationships that is too complex to go into in detail here. The fact that Romans failed to recognize military formations as they knew them is no reason for assuming the German armies were haphazard masses. The 9-5s are somewhat of an anomaly, either being light, medium infantry, or heavy light infantry. They can be used in killer stacks, but due to their limited break down capacity they are more fragile than regular units. the 9-5s are also fast enough to use for raids or infiltration, although they do not have the light infantry's advantage in woods. On the whole they make good emergency units having both speed and strength, so that if a crisis arises they have the mobility to get there and the strength to do something about it.

Advantages: Mobility.

Disadvantages: Fragility. It hurts if you lose nine factors all at once, and 9-5s have a tough time breaking down to satisfy 50% combat factor losses.



10-4 Mobs: The backbone of the German forces, these units represent the typical square formation of approximately 3,000 men (Tacitus' famous "wedge"). Arms consisted of, once again, javelins, shields, a few short swords, and the odd helmet or breastplate. Four mobs (five in a village or temple) with a chief form the basic killer stack. The Romans should have little difficulty in defeating Germans in the open simply because they can put twice as much "fire power" into a hex. In the forest, however, "killer stack" takes on a new meaning. Replacing one medium infantry mob with light infantry gives the German a combat advantage without reducing strength to a great degree. The Romans, meanwhile, can put only one legion, instead of two, in a forest hex. With auxiliaries the maximum odds attainable against a killer stack vary from 1-1 to 3-2, which are effectively reduced to 1-2 and 1-1 by light infantry. If it need be said, all major German operations should be based on wooded areas, and it just so happens that the board abounds in these green horrors.

Advantages: 10-4s are just your average units, although with a chief present they easily break down into 5-4s without losing anything.

Disadvantages: Inability to stand against Roman legions in the open.



11-3 Mobs: These units represent the better armed Germans; those with the long and heavy thrusting pike as opposed to the lighter javelin. They provide the cutting edge in German killer stacks. However, their relative immobility renders them difficult to use offensively in non-ambush situations. Normally forests help the German, but 11-3s can only move through them one hex per turn. Therefore initial placement is vital. Make sure you know where you want these units to go, and that they can get there; if they have to change objectives in transit they may not reach the new trouble spot in time.

Advantages: Heavy hitting power.

Disadvantages: Low mobility, especially in woods.



12-3 Veterans: Ah, the pride of Wotan. These are the most formidable German warriors, with the same strengths and weaknesses as the 11-3s. After a time they seem to have a psychological impact not unlike Napoleon's Old Guard. They generally escort the supreme leaders, and are usually paramount in the final, decisive battles of any scenario.

Advantages: Heaviest hitting power.

Disadvantages: Low mobility and quantity. There are only four of them.

The Romans:

The Empire: Perhaps the most important and least visible element in the game. The central, imperial administration basically sets the characteristics for each scenario, determining Roman forces and the way they are to be used. Both players, but especially the Roman, must carefully examine his objectives and resources. Whether the Roman player is out to kill Germans, capture villages or recapture eagles he must not deviate from what will gain victory. Although the central government provides an efficient army, resources are not limitless. The Roman player generally has just enough troops to accomplish his victory conditions, and cannot afford any waste. The Roman army was based on the maximum use of the minimum force; do not forget this when you play the game.

Advantages and Disadvantages: These are basically the same. Scenario five is a good example. In the first segment you, as frontier commander, are faced with a fractured and weakened empire, commanding a fractured and weakened army; in the second segment a revived empire sends in a revived army. The differences are like night and day: when things are good, they are very good, but when bad, they are very bad.



Supreme Leaders: Basically similar to German supreme leaders. They can also be used for breaking down double cohorts for losses.



3-4 Auxiliary: The basic auxiliary unit. They are used for garrisons in forts and villages, occupying gaps between legions, probing concealed German stacks, delaying enemy units, exploring virgin forests, and any other miscellaneous duty that can be thought of. And for all of this, what reward do auxiliaries get? They get to occupy the front lines, bear the brunt of combat, take the initial losses, and protect the glory-boy legionaries from too much harm. The Roman player must protect his auxiliary units. They are not strong and can only stack three high. Hence, if outside the protection of a legion the Germans can ambush and destroy these vital units.

Advantages: Expendability.

Disadvantages: These units cannot survive on their own, and the Roman never has enough of them. When they are gone, the Legions must be broken down and cohorts sent out in their place.



7-4 Double Cohort Auxiliary: This type of formation allows the Roman to effectively more than double his auxiliary strength in one hex. The 7-4s work well with legions in woods, providing vital combat factors. They can also be used to beef up an important garrison.

Advantages: The double cohort formation in-

creases the firepower which can be stacked in a hex.

Disadvantages: The double cohort formation. You need a leadership unit to break down the double cohort for losses or the whole unit must be removed.



2-8 Light Cavalry: Roman light cavalry is basically used for the same purposes as German cavalry. The 2-8 can be used for running down isolated chiefs. The Roman player must be cautious, for German cavalry is faster and stronger.

Advantages: It's the fastest Roman unit.

Disadvantages: Low combat factor and lack of numbers as with all auxiliaries.



3-6 Light Cavalry: The sacrifice of mobility for strength. A group of these units makes a good mobile reserve to deal with raiding light infantry. Other than regular auxiliary uses, they make good legionary supports.

Advantages: Mobility

Disadvantages: Lack of numbers to deal with infantry incursions, and lack of speed to run down German cavalry and chiefs.



4-4 Heavy Cavalry Auxiliary: More strength but even less mobility. It should be used to support legions, although it is pitifully slow in the woods.

Advantages: It's a relatively strong unit for an auxiliary.

Disadvantages: It's slow for cavalry, and once again low in numbers.



9-4 Heavy Cavalry Double Cohort: This unit is best used with the legion. The two available units with a 7-4, totalling 25 factors, is the strongest auxiliary stack possible, and combined with a legion provides the strongest Roman stack that can enter a woods hex.

Advantages: The strongest auxiliary unit.

Disadvantages: Lack of mobility and numbers. It can't compete with German cavalry in either area.



Ships and Marines: One might say that the ships are the fastest units in the game, and technically this is true as far as movement points go. But since they are limited to water this severely restricts their overall mobility. The marines are basically used as 3-4s. Keep them near water where they belong, and where their ships can make up for their poor overland speed. When saved till the end they can occasionally raid deep into Germany and seize an unwary village.

Advantages: Mobility along the waterways.

Disadvantages: Those same limited waterways.



5-5 Legionary Cohort: The basic tactical unit of the imperial army. Fast and strong in a group, isolated cohorts should, if at all possible, not be exposed to enemy attack. But, of course, the Roman can expect that stacks of German cavalry and infantry will try to hit isolated Roman posts, especially in scenarios where cohorts will have to be detached for garrisons.

Advantages: Combat advantage in clear terrain, mobility, and combat factor.

Disadvantages: What? We're talking about Roman legionaries aren't we? But seriously, all superlatives aside, Roman cohorts were designed for group action and are used most effectively that way. Avoid, as much as possible, small, isolated groups. They won't last long outside the protective organization of the legion.



45-4 Legion: The most powerful unit in the game. Two of these units in non-woods terrain can create 90 to 110 factors (depending on whether a 55 or 45 factor legion is being used), to the German's 50 to 60 factors. Legionary units get a +/− 1 die roll modification in clear terrain. The legion is usually as mobile as a German killer stack inside and outside the forests. However powerful a legion may be, however, don't get carried away: they are not quite as invincible as the game box would have you believe. The Roman must be careful in their use and not take unnecessary risks. Legions like company and operate best in groups of two. Single legions should have strong auxiliary support. Never expose a single 45-4 legion without support in a woods hex to German killer stacks. If forced to take losses the legion suffers "battle shock"—affectionately known as the "ram of the fram(ae)". For example if a legion lost one cohort, it would have to break legionary organization resulting in the effective loss of an additional five factors. The legion in other words would drop from 45 factors to 35, compared to the average German loss of three to five factors. Should this situation occur during the Roman combat phase, German counter-attacks in their turn can be devastating.

Advantages: Strength in the open and organization that allows both mobility when necessary (5-5 cohorts) and brute force when the prey is cornered.

Disadvantages: Limited stacking in woods and lack of numbers. The loss of just one legion will often cost the Roman player the game.



The Gauls: Altogether not too effective, but they can field a force of 47 factors. The main Gallic advantage is their small unit composition. Losses are at two factors per step, opposed to the Roman average of four. They only appear in the Batavian Revolt. A strong force of them in a castilla can delay the Romans for a time, but generally the German player will be happy to have them survive, since just one Gallic unit west of the Rhine will cost the Romans the game.

Advantages: Small unit size. Twenty 2-4s and three 2-8s are hard to track down.

Disadvantages: Inability to integrate well with other troops.

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RUSSIAN CAMPAIGN *...Continued from Page 28*

The only time it would be wise for the German to use the option is if he cannot win, but is strong enough to comfortably deny the Russian a large piece of the map. Then the Russian must weigh carefully, can I recapture enough to win, or should I take the safe route and end the game now in a tie rather than risk defeat?

Rationalization for Optional Victory: German activation of the option equals "Hitler sues for peace". The Western Allies refuse and continue to demand unconditional surrender. The Russians can make a separate peace. (Stalin did in fact threaten to do just that, but it most likely was all bluff as he did so while pressing the West for concessions.) This would be the tie result. If they refuse, the race for Berlin is on. Russia loses if she fails to establish a dominant position in central Europe before England and the US arrive.

The variant contains nonhistorical elements. However, had a wartime leader elected differently, it might have been. All is within the range of what was possible. If you try the game I think you will find it works, that it is balanced, and true to the spirit of one of Avalon Hill's finest simulations.

Questions pertaining to this variant will be gladly answered by: Kurt A. Blanch, 17431 Ambaum S. #41C, Seattle, WA 98148

☆

SQUAD LEADER T-SHIRTS

Yes, we are following up on the success of the *PANZERBLITZ* T-shirts with yet another offering on what has become our hottest game. Now you too can become a *SQUAD LEADER* whether you play the game or not. The back of the shirt is adorned with the same Avalon Hill logo you've seen before on the *PANZERBLITZ* shirts. Be sure to specify size: small, medium, large, or extra large. $5.00 plus 50¢ for postage and handling. Maryland residents please add 5% state sales tax.



SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 130 **Total Responses: 650**

Rank:	Title	Pub	Rank Last Time	Times On List	Freq. Ratio
1.	Third Reich	AH	5	6	7.4
2.	Squad Leader	AH	1	6	6.9
3.	Guns of August	AH	16	3	5.3
4.	Cross of Iron	AH	8	6	2.8
5.	TRC	AH	3	6	2.6
6.	FE	AH	13	6	2.6
7.	COD	AH	12	6	2.4
8.	D&D	TSR	7	6	2.1
9.	War & Peace	AH	—	1	2.1
10.	Bulge	AH	—	1	2.0
11.	VITP	AH	4	6	1.9
12.	Air Force	AH	2	2	1.9
13.	Afrika Korps	AH	17	6	1.8
14.	Panzer Leader	AH	—	1	1.8
15.	Panzerblitz	AH	10	6	1.5
16.	WS&IM	AH	11	6	1.5
17.	War At Sea	AH	6	6	1.3
18.	D-Day '77	AH	—	1	1.1
19.	Kingmaker	AH	15	3	1.0
20.	Napoleon	AH	—	1	1.0

A number of things stand out this time. Perhaps the most obvious is *SQUAD LEADER* being toppled from the top spot for the first time. The 3rd edition revision of *THIRD REICH* is seemingly doing wonders for the popularity of that old favorite. One wonders how high *THIRD REICH* will go after this issue which features the game. Vol. 18, No. 3 featuring *GUNS OF AUGUST* has had an obvious effect on that game's standing. Five games dropped from the top 20 listing including *STALINGRAD* which had made all previous lists. The other casualties were *CIRCUS MAXIMUS, MIDWAY, SUBMARINE,* and *MAGIC REALM. WAR & PEACE* and *PANZER LEADER* return to the list after a one issue absence, but the Times On List category reflects "consecutive" appearances and thus they are rated as first time entries.



Squad Leader Clinic

ENTRENCHMENTS

By Jon Miscon

"All right you dogfeet. DIG IN!" How many times have celluloid sergeants shouted that? Dozens of extras unfold entrenching tools. Dirt flies. Ten seconds later a complicated series of foxholes, team pits, and sometimes communicating trenches is complete. Ah, Hollywood.

Of course troops do dig in. Why? The advantages of entrenched troops are manifold. First, troops in holes are small targets for direct fire. Bullets and shells that travel in straight lines from firer to target are just not likely to connect with someone who is only exposed from the neck up. Obviously, this same effect can be obtained by lying flat. (Which is why direct fire causes so few casualties.) Second, and more importantly, the earth provides good protection from the effects of indirect fire. Indirect fire generally places an explosion on or above the target. The explosion generates secondary missiles which radiate out from the center. Since these fragments, though all traveling in a straight line, may come from the side, rear or even above a target, lying flat is a lot less protection. Naturally an enclosing pit drastically limits the chance that a person will be hit by one of these fragments. Third, the more concealed a target is from fire the more difficult it is for an enemy to judge its strength (or weakness). Lastly, if A LOT of effort is expended the pits may be enlarged to protect weapons as well as men and can be joined together permitting covered communication and reinforcement. How is this reflected in the *SL* system?

33.3 Entrenched units in other terrain always get the most favorable target category.

42.1 Entrenchments may be placed using Hidden Initial Placement.

54.2 Crews can dig half entrenchments.

54.21 Leadership modifier may be applied to entrenchment roll.

54.5 Entrenchments add 4 MPs to COT for jeeps and trucks.

54.7 Entrenchments add a +2 TEM for all air attacks, Demo Charge, HE, and infantry fire; a +4 DRM for overruns and indirect fire.

54.9 Broken units may rout to or through entrenchments.

96.2 Snipers may setup hidden in entrenchments.

101.9 A +1 morale bonus exists for being in entrenchment/trench during a Stuka MC.

105.23 A +1 morale bonus exists for being in entrenchment/trench for an AFV MC.

111.86 The cost to enter entrenchments in snow is not doubled.

137.3 Ordnance and AFVs may be placed hulldown in trenches.

137.4 Protected movement is allowed from trench to trench.

137.5 Entrenchment/trench benefits apply even if enemy is in adjacent entrenchment/trench.

137.6 Wheeled vehicles may not enter trench hexes.

Obviously, dug-in troops get a substantial morale and defensive benefit. Most good players routinely look for sneaky uses of entrenchments to impede wheeled road travel and allow rout lanes. Unfortunately, the concealment aspect is only dealt with in the sense of allowing entrenchments to be concealed. Still, the ground is fairly well covered. What then are the real disadvantages of being dug in?

There is some loss of command control. Ten or so guys in spaced pits are harder to get to do something than the same group without physical barriers between them. Obviously, the actual act of entrenchment is time consuming, and to produce larger or more complex works may be impossible. Further, lowering oneself into a pit tends to make low visual obstacles more imposing. Perhaps the worst aspect, from an individual's standpoint, is that rare occurrence of a shot that will simply drop right into the hole and turn its previously protecting walls into a confining cauldron. Let's examine *SL*'s reflection of these weaknesses.

32.5 Units in entrenchments get no cover bonus for being in the same hex with an AFV but do have to take a MC if that AFV is eliminated.

54.1 Entrenchments may not be placed in paved roads, runways, marsh, elevated or sunken road hexes.

54.22 Units attempting entrenchment are TI.

54.4 It costs 1 MF to move in or out of an entrenchment/trench.

54.6 FT, Antitank Guns, and Howitzers may not be fired from entrenchments.

54.8 Any intervening walls or hedges block LOS from inside entrenchment to nonadjacent hex.

61.3 Snow adds a +2 DRM to entrenchment attempts.

92.1 Cavalry may not be entrenched.

92.81 Units in entrenchments may be charged.

108.29 Pulka may not be entrenched.

109.1 A critical hit may reverse the entrenchment TEM.

111.94 Entrenching may not be attempted in Deep Winter.

114.52 Ski troops may not be entrenched on skis.

123.4 Mounted motorcycle troops may not be entrenched.

137.2 Trenches may not be dug during a scenario.

137.72 Trenches may be removed by a KIA from a Demo Charge.

All things considered the disadvantages are relatively minor. The problems of not putting your own tank over an entrenchment or calculating the cost of entry or exit from an entrenchment are usually well handled. The most common error in play is having entrenched units firing more than one hex beyond a wall or roadlblock. With all this in mind, let's review the use of entrenchments and trenches in scenarios where players are given these fortifications as part of their starting forces.

Scenario 8: For most players the standard entrenchments are best placed on 2J4, 2K5, 2O5, and 2P5 with each MMG supported by an adjacent LMG. The hilltop forces are there to keep American heads down, not to cut them up. By rotating your squads onto the heights, and keeping the rout routes to the woods clear, you should be able to keep up steady fire through Turn 5. Then you gotta play it by ear.

Scenario 11: The Germans are faced with the tough job of guessing which board the Americans will go for. Generally speaking I, as the Americans, tend to choose board 1 because it allows the best cover for advancing troops and its fire lanes play hell with attempts to cross boards 2 and 4. However, the flank boards (2 & 3) are obviously easier to isolate. How you use the entrenchments in this scenario should decide where they'll be placed. I use entrenchments to give +3 cover, and since board 1 has plenty of +3 cover, generally you'll find my entrenchments in 2M4, 2Y7, 3X1, and 3R1. These are a reasonable balance of good firelanes and enough out of the way that the Americans won't trip across them early.

Scenario 13: Naturally, the mortar gets stuck in some far corner in a nice entrenchment so that when the Germans take the 3M2 building you can keep it under fire. 4O5 is a frequent location because its out of German small arms range and is nicely out of the way. I set up the rest of the entrenchments in pairs in closeby wood hexes across board 4. The demon Rumanian assault force usually gets completely bogged down by even the thinnest line (though occasionally they can slip through) and the third turn reinforcements crash through the toughest line so placement of one squad per entrenchment is plenty. The Russians should win this by defeating the onboard Germans first, and then turning to beat the incoming reinforcements.

Scenario 14: I put one entrenchment with the MMG into 2R2. The other two entrenchments tend to be placed in 2N5 and 2P5 so that they can both rout to 2N6 and can be used to protect the crest of hill 621 when the Russian drives you off it. (Nothing like an overrun on a hidden unit that gets +4 DRM, leaving the Russian without a shot and adjacent to a Tiger I.) Immobilization and close assaults are gravy.

Scenario 21: If you want to put the pressure on early then put entrenchments on the heights and force the German to shoot you off. Locations like 3E3, 3F2, 3G3, 3H2, 3J6, 3K7, 3W5, and 3DD2 command the maximum ground and allow fallback positions. If the German tends to overrun Hill 498 then an ATR concealed in 3FF3 every so often will keep him honest.

Scenario 22: Put one entrenchment on the road through the woods of board 5. If placed in 5K3 it not only makes truck passage that much tougher but also allows a fallback if you placed a roadblock in 5M2. The other entrenchments can be profitably placed in 2O5, 2N5, 2K5, 2J4, and 2F7 to allow sweeping firelanes with reasonable fallback. I never put support weapons in 2O5 as it can be close assaulted on Turn One. Let the MGs fire from the backup hexes to protect your foremost entrenchment.

Scenario 25: If you buy the idea of a line of wire across 5Y4-5Y7 with roadblocks in 5Y8 and 5Z9 then put entrenchments in 5X2 (to fire at troops moving through the gully), 2Q1, 2EE4 (to fallback into while keeping the road under clear LOS), 2W5, and 2Y6 (for long range potshots at advancing Germans).

Scenario 31: Generally speaking I only use four trenches to put the 75s hulldown and one entrenchment to place the mortar adjacent to a building for indirect fire. I trade the other entrenchments and trenches for mines. Placement of the 75s obviously dictates the placement of the trenches.

I would like to draw players' attention carefully to the concept of starting troops OUT of entrenchments whenever the attacker is not in immediate small arms range and perhaps he has ordnance. Your position out of entrenchments allows one extra MF to shift position. More critically if you do move into the entrenchment you not only get the entrenchment benefit but also are a moving target. You won't use this often but its worthwhile to keep in mind.

A new scenario has been provided in this issue's insert to allow players to experiment with the ideas contained herein.

After Action Report—"The Long Road"

This section continues the series of commentaries in the Squad Leader Clinic pertaining to the scenario published in the previous issue. The intent of these reports is to provide the player with one of numerous possibilities; defensive setup, attacker initial position, and basic tactical approach. Having had several months to examine your own approaches to our clinic scenario you can now compare your findings with our summation.

FRENCH: Place the 9-1 leader with three squads and a MMG in V8, Boresight the MMG on Q6. Place the 7-0 leader with the other three squads and last MMG in S8. Boresight the MMG on V3. Place the sniper in P3 and place your wire in U4 (exposed) and Q6, R6, and Y3 (hidden).

COMMONWEALTH: Your best bet is to enter on I1.

ATTACKER'S TACTICS: The choice is clearly between entering close to the exit and trying to move across open ground or taking the farthest entry and moving through cover. Generally, I recommend using the covered approach. Do NOT lead with your armored cars. Rather use scouts and halfsquads to clear the ground and expose the MMGs. Then bring in the armored cars to firefight the French as your infantry outflanks the defender.

DEFENDER'S TACTICS: Your isolated wire in U4 gives the attacker pause, do you have a string of wire from woods to woods there? The wire in Y3, though easily exposed, allows you to shift, in the Advance Phase to cover X3. The two wire in counters Q6 & R6 will block, for a time, the deployment of the armored cars from the woods-road. Play for time. Try to rotate troops into the gully and up to the machinegun. Don't hesitate to fall back to X10 and Z10 before the Commonwealth player can cut the W10-Y10 road by fire.



THE AVALON HILL GENERAL & COMPANY INDEX

After dozens of requests for it, we've finally compiled an index for *THE GENERAL*. But what an index! Virtually everything that has appeared in the first 16 volumes of *THE GENERAL* is referenced and cross referenced ad infinitum.

The main subject matter is, of course, a chronological listing of gaming articles by subject matter with specific author, volume, and page references. There is, however, much more including indices for contests, RBGs, philosophies, covers, letters, and miscellaneous articles.

The index also includes a running commentary on the development of the Avalon Hill Game Co. from 1952 to the present. This "Time Line" is a wealth of information for the trivia buff or serious AH devotee and includes a complete listing of Avalon Hill titles in the order of their publication, complete with design/development credit and miscellaneous information.

This 20 page, 8″ × 11″ booklet is yours for $4.50 plus the usual postage charges direct from Avalon Hill at 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax.

ROGUE SCENARIOS

In response to player request we are pleased to release scenarios R211-223 for the *SQUAD LEADER* series. The Rogue Scenarios are designed for use with *COD* rules and boards 1 through 11. We call them "Rogue" scenarios because boards 9, 10, and 11 have substandard artwork and are available only by mail order—not being part of any present or future *SL* gamette. New terrain features are sufficiently defined for use with the Rogue scenarios and will be further clarified in the rules of *G.I.* The Rogue Scenarios were designed by *COD* MVPs Joe Suchar and Jon Mishcon, and balanced by a host of the original *COD* playtest group.

Scenario topic and construction are wide ranging. Forces vary from pure armor to unaided infantry. Nationalities involved include Russian, German, British, Canadian, and American among others. Deliberate efforts to invoke such rare pieces as the AVRE, Crocodile, Flakpanzer, and Kangaroo have been made.

Scenarios run the gamut from small, tightly balanced games of four and five turns to a monster combined-scenario, macro game in which Canadians and British battle the Germans over 16 boards and 52 turns. This scenario requires two complete sets of pieces and boards 1—11.

Indulge yourself. Fight a monster or any one of 12 other scenarios. The Rogue scenarios are available for $4 from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214. The necessary playing boards (for those not already possessing them) cost $3.00 each. Add 10% postage and handling charge (Canadians 20%, Overseas 30%). MD residents please add 5% state sales tax.



REVIVING THE GHOLA

A VARIANT ON THE BENE TLEILAXU IN DUNE

By Kirby Lee Davis

The game of *DUNE* skillfully mimics the book, with one exception—the inclusion of the Bene Tleilaxu. The presence of the *BT (Bene Tleilaxu)* in the game is rightfully tied to the dead, but the Bene Tleilaxu "tanks" are no more than a copy of *COSMIC ENCOUNTER's* "warp". This is a shame, for the BT are so much more. Their influence stretched into everything, yet they were never seen, never caught. Even the Reverend Mother Gaius appeared to regard the BT with a little fear.

DUNE commits two crimes against the Bene Tleilaxu. Although the game does include the main strength of the BT, the ghola, it does not permit the ghola to be subverted, i.e. become a traitor. Anyone who has read the books will remember the primary ghola, Duncan Idaho, and the turnmoil he went through. The suspected loyalty of a ghola leader, whether paid for with spice or received via the "Tleilaxu Ghola" card, does not carry over into the game. Thus the whole substance of the ghola is gone.

The game's second crime is its exclusion of the BT influence upon the protagonists. Much spice travels to the spice bank in payment for reviving tokens and leaders. The profit is there, but the influence that should follow this is absent. The BT are as much the grand manipulators as the Bene Gesserit. They *should* be in the game as characters.

Now they are. The following rules add a seventh character to *DUNE,* the Bene Tleilaxu, without disrupting the balance of the game or changing its rules. Indeed, the game is now even more true to the book.

The components of the BT are limited to a player shield. They have no tokens or leaders, for they are *unseen*. The BT is a manipulator in the true sense of the word. Their power stretches through the work of others.

That spells out the difference in play. The BT player has no player dot, so he cannot take part in the storm round. Nor can the BT be used in a two player game. In all other situations and rounds the BT plays an active role, not only with his own powers but with those of the other characters.

Here is a full inventory of the powers of the BT and how they fit into the game:

AT START: The BT begin the game with five spice and four Treachery cards. They have no tokens, player dot, or traitors (see Rule III. SETUP FOR PLAY, E. 2). On the brighter side, the BT can gain traitors as the game progresses. If the optional rules are used, the BT can also lay traps in strongholds before other players place tokens on the board.

ADVANTAGE: The BT control the revived dead.

1. Whenever a player revives tokens or leaders, he pays the spice to the BT player instead of to the spice bank.

2. After all combat has been completed, the BT player can attack any one leader of any player. The BT can attack one leader per combat round. The leader must have just led tokens in battle, whether victoriously or not, and must be attacked in the territory where he led tokens. To attack, the BT player selects a weapon card and/or a discard. The defending player may play a defense card and/or a discard. The cards are then revealed and combat is resolved normally. The defending player can use his character advantages (e.g. Atreides prescience, BG Voice, etc.) Tokens in the territory are only affected if a lasegun/shield combination occurs.

3. Whenever a player revives a leader from the tanks, whether by spice payment, the Ghola card, or from alliance with the BT, the BT can make a

traitor of the revived leader. The BT may make a traitor of only one revived leader per turn.

To make a traitor, the BT circles the leader's name on their Player Aid sheet the moment the leader is revived. The BT can wait only until the turn ends or until another leader is revived to make a traitor. The BT player cannot wait to see who the next revived leader will be.

Traitors to the BT may be revealed at any time by saying the name of the traitor. If the traitor was used in combat to gain a territory, the announcement sends the traitor and betrayed tokens to the tanks (the traitor must have been the last leader used with the tokens to betray them). The BT never gains their traitor's value in spice, but the BT player is considered to control the vacated territory. If the area contained spice, the BT player may collect all of the spice there during the collection round. The BT controls the territory until another player moves tokens onto it.

The BT can delay announcing the betrayal of stronghold tokens as long as no other tokens ship or move onto the stronghold and the betrayed tokens do not move. The BT may not announce the betrayal during the movement round of a player that makes such moves.

Unlike other traitors, a BT traitor stops being a traitor for the BT once he dies. Upon being revived, however, the BT can again make him a traitor.

4. The BT may win the game by spice count. The process takes one full turn and requires an accumulated 35 spice by the BT. On the first turn, at the end of the collection round the BT player must place 35 spice in open view of all players keeping any extra spice behind his players shield. Play then proceeds to the next turn. If at the end of the next turn's collection round the BT still has 35 spice and no one else has won, the BT wins. If the BT no longer has 35 spice after a turn, they can reclaim their spice pile. Spice from the open pile may not be spent until the BT has exhausted all other sources. A spice win can be predicted by the Bene Gesserit.

ALLIANCE: The BT can grant free revival of tokens and leaders to their allies. Up to six tokens and two leaders may be revived by each ally per turn. An ally's complete stock of leaders need not be in the tanks to revive leaders. An ally's leader can be made a traitor by the BT.

OPTIONAL ADVANTAGES: These should be used to provide a balanced BT character.

1. The BT can lay traps in strongholds which he controls or in unoccupied strongholds at the start of the game. These traps are Treachery cards laid face down outside the board sector containing the stronghold. The first tokens moved or shipped onto the stronghold trigger the trap. These tokens are frozen and may not move any farther that turn. At the beginning of the combat round, before all other combat, a leader of the triggering force is drawn at random. That leader is attacked by the trap. He may play a defense card. (NOTE: As the trap card has already been played, the Bene Gesserit CANNOT voice it. The Atreides player can, however, look at the card.) Combat is resolved normally, with the trap card being discarded afterwards. If the leader is killed, the BT gains his value in spice. Tokens in the stronghold are not harmed unless a lasegun/shield combination occurs.

2. In the Bidding round, AFTER Treachery cards are dealt face down but BEFORE bidding begins, the BT player can give Treachery cards in his hand to any other player. The BT cannot give a player more cards than he can hold. Opponents may not refuse to accept given cards.

3. Instead of playing a weapon card in a trap or leader attack, the BT may play a worthless card (Kulon, Trip to Gamont, etc.). The card either: (a) prevents the defender from shipping down any tokens during the next turn; or (b) prevents the defender from moving any on board tokens during the next turn. The BT can choose which power the card has when it is revealed.

ADDITIONAL KARAMA RULES

6. a. 7. prevents the Bene Tleilaxu from announcing a leader as a traitor. The leader reverts to his/her original allegiance. Or it taxes the BT ten spice which must be paid immediately to the spice bank. If the BT has less than ten spice he must pay what he has. Or (optional rule) it can destroy an untriggered trap.

6. b. 7. *Bene Tleilaxu* You may use a Karama card as a lasegun in an attack on a leader, or (optional rule) as both a lasegun and a shield when played as a trap.

STRATEGY

The strength of the BT lies in two areas. The first is obvious—they are unreachable. There are no BT tokens to blast to the tanks, no Tleilaxu leaders to turn traitor. The only ways the BT can be restrained are through Karama cards and the "voice" of the BG (Bene Gesserit). This strength is also a weakness. The BT has an incredibly hard time making their plans concrete. Their very intangibility makes the other players nervous and reluctant to freely go along with the BT whims. Association and alliance becomes a matter of cost, and even then the aloof mystique that surrounds the BT never diminishes.

The other unalienable strength is the tanks. As long as there is combat, spice will flow into the hands of the BT. The basic problem here is one of attrition—only so much battling can be expected before players lose their combat potential. Luckily time has a way of solving these ills.

The most prominent problem with the BT is the multi-sided Tleilaxu paradox. This is first encountered through the BT's ability to ambush an opponent's leaders. This gives the BT the chance to fuel the tanks and doubly collect spice (once for killing the leader and again when the leader is revived). On the negative side, attacking leaders further alienates the player whose leader was liquidated. Such alienation cannot be avoided in the latter turns of the game, but as the game begins it can be damaging.

The strongest forte of the leader attack is the *threat* of a leader attack. The BT is not limited to movement and battle—they can attack and withdraw unharmed no matter where or how strong the leader or his accompanying token force is. The defenders (all who participated in combat that turn) must be prepared. In this way the leader attack also becomes a diplomatic tool. The BT can become the professional hit man, the ultimate assassin. It is a staggering threat.

In many ways the backbone of the BT is its traitors. Although they can be used to gain any territory, their main targets should be spice and strongholds (the only other logical area of attack would be the shield wall). In this way they grant the BT the chance for a normal win via three strongholds. Therefore the BT should try to build up a large number of traitors.

The natural process of leader deaths to their revival and recirculation is long and tense. The manipulation powers of the BT must be used to spur early pitched battles that will quickly devastate at least one player's stable of leaders. A good byproduct of this is the filling of the tanks with tokens.

Revealing traitors can make or break the Tleilaxu cause. Ideally the BT could reveal three in stronghold victories all in one turn, but that is rare. The BT must face the unhappy prospect of defending his strongholds without tokens. He has three options: (1) laying a Karama trap to blast all who try to take the stronghold; (2) attacking the leader of one of the invaders and hoping for a lasegun/shield combination; or (3) manipulating the invaders so that they will wipe each other out or again use a BT traitor in victory. All three options should be utilized, if possible. A trap, whether a Karama or not, should be played. It is a threat that probably will not deter determined players from the stronghold, but it may prompt a player to use another Karama to destroy it (and provide a good laugh when the player discovers it was a "shield" trap).

The second point, that of attacking a leader in hopes of a lasegun/shield combo, can be seen as a desperate act of guesswork. That does not have to be true. One of the coldest, yet most successful, agreements is that of a player who lost in the stronghold battle sacrificing his leader to a BT attack. The sacrificed leader plays a shield defense to the BT lasegun attack, thereby wiping out the tokens in the stronghold. This act of revenge does not return the stronghold to the control of the BT, but it further strengthens the tanks and thus future revenue through revival. This illustrates another facet of the Tleilaxu paradox, that of the failure of winning by strongholds strengthening the chance of winning by spice. The inverse of this is also true.

If the backbone of the BT is in traitors, the flesh is the BT's manipulative force. This has already been brought out through the threats of traps and leader attacks. The main strength of the BT arsenal of diplomatic ploys is in Treachery cards; indeed, the cards are the physical extent of their power. It is also here that the Tleilaxu paradox strikes hardest. To attack leaders or to lay traps the BT must buy Treachery cards, thus draining their spice. Their main diplomatic tool also demands that they buy cards *to give them away*. The BT therefore continually needs to purchase cards. The costs of this, however, are not as damaging as it may seem.

First, it must be understood that the BT must give cards away. Out of the 33 cards in the deck, there are 14 the BT can use only as fake traps and discards. All are of value to the other players, and

AT START: Start with 5 spice and 4 Treachery cards. *The Bene Tleilaxu cannot be used in a two player game.*

ADVANTAGES: You control the revived dead.

1. Whenever a player pays spice to revive tokens or leaders, he pays it to you instead of to the spice bank.
2. After all other combat has been completed each turn, you may attack one leader of any player. The leader must have just led tokens in battle and must be attacked in the territory of the battle.
3. You may make a traitor of *any* one revived leader per turn. When your traitor is used in combat to gain a territory, you may announce your traitor and gain control of the territory. You do not receive your traitor's value in spice, but if the territory has spice, you may collect it. You do not have to announce stronghold betrayals immediately (see *Reviving the Ghola* explanation).
4. You may win by spice count. At the end of any collection round you may place 35 spice in open view of all players. If at the end of the next collection round you still have over 35 spice and no one else has won, you win.

ALLIANCE: You may grant free revival of up to six tokens and two leaders (one may be made a traitor) per turn to each of your allies.

therefore bargaining power when the BT inadvertently buys one. Another result of the ability to give cards "AFTER Treachery cards are dealt face down but BEFORE bidding begins" is that it becomes easier to fill an opponents four card hand, leaving a Treachery card on the block that he can no longer buy. The card can then be picked up at a cheaper cost.

Still another result of the giving of cards is a knowledge of the other players' hands. Careful watch by the BT of how other players use their cards can lead to situations where the BT can guide players against each other and predict the results. The BT can also watch for defenses players have for their leaders in preparation for the BT leader attack.

The last factor to be observed in giving cards away is that it makes room for the purchasing of more cards, a good way to fill the BT hand with valuable cards. To this goal, it is also suggested that traps be laid during the bidding round if possible.

The cost of this is spice. To survive as a player the BT must buy Treachery cards. which then lowers his chance for a spice win. The giving of cards counters this by coaxing players to battle.

The last power of the BT, the use of worthless cards as movement impairers, is a futuristic one. Timed correctly, this can isolate a token force for accumulated assault not unlike Custer's Last Stand. Occasionally this can be used to keep players from moving onto a BT stronghold. The main pull of this power, however, is as a diplomatic tool. It should not be underestimated.

Any questions should be sent to Kirby Davis, 1203 Rebecca Lane, Apt. 110, Norman, OK 73069.



AH PHILOSOPHY . . . *Continued from Page 34*

time frame, so the games can be linked), with air and naval rules expanded to reflect their dominant role in Western Europe (most Allied movement was by sea, and air power was necessary for naval invasions). The result is satisfying: until mid-1943 the game is one intense siege after another (similar in *RUSSIAN CAMPAIGN* to a German siege of a built-up Russian Odessa far in the Axis rear), and from late 1943 the game slowly develops into the wide-front sweeping advances of *RUSSIAN CAMPAIGN.* There are also abstracted rules for air campaigns (which affect strengths and air support late in the game) and U-Boat campaigns (which affect sea movement). The current problem is how to add air/sea interactions without cluttering up the flow of play.

The first *MAGIC REALM* rule modifications are in playtest and the results are being put into the next version of the rulebook, which will then be sent out for the next playtest. The changes include several improvements that have been suggested over the years, as well as rewriting and reorganization to improve the rules presentation.

Richard Hamblen

RED SKY AT MORNING

This game which deals with potential naval conflict between the United States and the Soviet Union during the current decade looks like a stunner! The mapboard, which will be *THIRD REICH* size, utilizes a new area movement system represented by circular locations connected by actual sealanes—a system which allows for more subtle geographic distinctions while it also improves the game's visual appeal. There are a total of thirty areas: nine of these represent bases (the Northern, Baltic, Black Sea, and Pacific Russian bases, and the 2nd, 3rd, 6th, 7th, and Pacific American bases); four areas represent straits or canals (Panama, Gibraltar, Suez, and the Dardanelles); four areas submarines; the other areas are points where conflict is expected such as the Denmark Strait, the Norwegian Sea, the Arabian Sea, the Sea of Japan, etc.

The countermix treats the opposing navies quite differently. In order to keep the game from becoming unplayable, the number of counters each player commands has to be kept to a minimum. Fortunately, the opposing naval doctrines of the Soviets and the U.S. produces a good solution to this problem. Since the U.S.N. has composed its doctrine around the carrier group, most of the American units represent a single carrier and its cruiser escorts. The Soviet units represent individual carriers, guided missile cruisers, and the older cruisers still deployed in the Black Sea. Each fleet also possesses air, submarine, and amphibious units, and there are a fairly large number of Allied units representing the naval forces of Britain, France, Italy, Spain, Greece, Turkey, Germany, etc. Thus, the basic situation is one where the Soviets have a larger number of weaker units which must concentrate against stronger, but less numerous, American units.

The time frame of the game has been shortened to the first few months of a future conflict because most analysts forsee a swift decision (like the Japanese prior to Pearl Harbor). There will be at least two different scenarios; one of which postulates a conflict originating in Europe or the Middle East while the other scenario deals with an Asian crisis. These scenarios are now being tested and we hope to have the game available at Origins.

Frank Davis

LAND OF THE GIANTS

Most of the artwork for the game is finally done and it is almost ready to go into playtesting.

The map consists of 120 2½ inch squares. With these, players can make almost an unlimited number of different board configurations. Terrain includes woods, rivers, swamps, caves, and various structures.

The counters are mostly ⅝" and include characters, monsters, weapons, treasure, and magical items. Each player selects his own party or parties or characters and/or monsters. Each character or monster has its own specific characteristics which include its weapon skill, ability to hide, ability to use magic, healing, etc. In many scenarios, players also select their own victory conditions.

There are quite a few different types of scenarios including treasure hunts, quests, wars between kingdoms, survival in the woods, escapes, and chases. Most are for one to six players.

Two combat systems will be included, a basic one and an advanced one which will use special battle boards.

The basic game system is very simple and every effort will be made to keep it that way. However, many optional rules will be included which will add complexity. Possibly ready for Origins 82, but not likely.

STARSHIP TROOPERS

This project is finally advancing. Chester Hendricks and Jim Stahler have combined to author a badly needed second edition of the rulebook. I will simply be coordinating the project during the upcoming playtest. The new rulebook will contain many changes and clarifications and should balance all the scenarios. While the programmed instruction format will be retained, the rulebook will be changed to the more formal AH approach (numbers and all that) which I prefer. Maybe available at Origins 82.

CONQUISTADOR

The changes to this SPI game will be extremely minor. The counter mix will be expanded to provide sufficient counters for each player, and counters for the Portugese player and the German Banker player. The only rule change will offer a new method for figuring attrition in the end game to delete the necessity of the many dice rolls. One other possible change would add Treasure City counters which would replace the Treasure Cities on the map. Some of these would designate the locations of the actual Treasure Cities and some would be blank counters. Comments or suggestions about these changes and others are most welcome. Available at Origins 82.

SLAPSHOT

We have just acquired the rights to this game, which is currently entitled TEAM and produced by Gamma Two Games in Canada. While the subject is hockey, the game is pure fun. Each player recruits a team and then manages it through the regular season and playoffs. But winning games isn't everything, as much of the strategy centers around trades during the season as players continually try to improve their teams. Especially in demand are the "bruisers" who injur opposing players during games. An extremely simple game along the lines of *FOOTBALL STRATEGY* or *SPEED CIRCUIT.* The new version will contain extra players that were not in the Gamma Two version and will be for three-eight players. Available at Origins 82.

Alan R. Moon

NEWS FROM THE SPORTS DEPARTMENT

Avalon Hill's Sports Department is sailing along on an even keel these days. We have two major objectives, both of which are currently in the process of being obtained. The first is to get *ALL-STAR REPLAY* onto a more regular and timely schedule. We have gotten two issues out since October 1981 and are already making far-reaching plans for future issues. The latest issue (Vol. III, No. 4) continues our policy of including add-ons and expansion kits for our current game titles in each issue. The particular theme of this one was the 1969 World Series between the Mets and the Orioles (including 50-individual player cards for the new edition of *BASEBALL STRATEGY*). We also have been trying to expand *ALL-STAR REPLAY*'s sports coverage by including such subtleties as contemporary sports analysis sports quizes. All in all, we are fairly satisfied with the progress of the magazine and we have much to look forward to in the future. Next issue, we're hoping to include special add-ons to our new *PRO GOLF* game for famous old-time golfers such as Sam Snead, Ben Hogan, Arnold Palmer, and Byron Nelson.

Our second major objective in the Sports Department is to complete our line of sports games by publishing statistically-oriented golf, tennis, and hockey simulations. The golf project, as mentioned above, has been completed and should be published by March. Our *PRO TENNIS* game is going through its second revision and is proving to be a simple, informative, and accurate representation of this heretofore ignored sport in the gaming world. We are running into a little more trouble with our hockey game. Basically, we haven't found a suitable free-lance design yet (and, in fact, haven't even agreed upon a proper method by which this complex sport should be treated), but among the numerous designs submitted, we are certain to find one. In the long term, we are kicking around (pun intended) ideas for a World Cup soccer game as well as thoughts on a super-accurate, pitch-by-pitch major league baseball game.

Joseph Balkoski

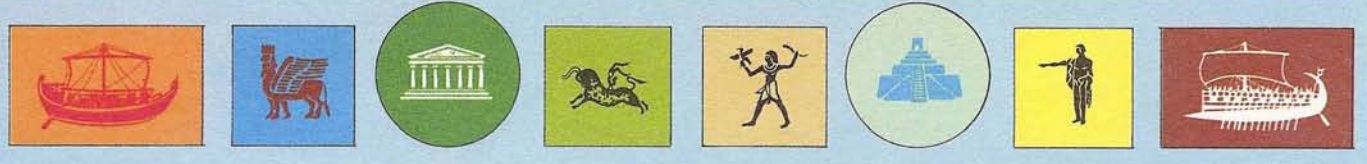


CIVILIZATION

AVALON HILL'S TRADEMARK NAME FOR ITS DAWN OF HISTORY GAME



Counters and portion of mapboard shown at actual size.



Be forewarned! **CIVILIZATION** is a game unlike any other game ever invented . . . a game of high-level player interaction with no dice and little risk of any player being eliminated.

Object of the game: to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants and adventurers.

CIVILIZATION is not a wargame! The game is not won by wars, although some conflicts will occur due to rivalry and land shortage, rather than as a desire to eliminate other players.

YOU start at the Dawn of History . . . at the point where agriculture has just been discovered and lead your society through the mists of time to the age of the civilized state—8000 B.C. to 250 B.C.

How to Play: starting with a single token, each player moves and increases his units of population as he inhabits selected areas of the board which are fertile and defendable. This era is likely to be marked by small conflicts as the board reaches saturation, but the scope for military expansion is limited by the loss of units in the areas concerned. Indeed, the pressure of population is more usefully absorbed by farming and building cities, which enables more people to be supported and helps to resist attacks.

An immediate corollary of the founding of cities is their generation of wealth and their need for an agricultural hinterland. This establishes the use of tokens as revenue. Too rapid a degree of urbanization inevitably leads to an excess of revenue over resources (inflation), and causes economic stagnation.

Cities are essential to generate the wealth needed for an advancing civilization, but, unless the wealth is augmented through trade, the nation will be surpassed by others with more energetic outlooks. Trade itself is subject to such hazards as epidemics and alien philosophies which can have a disastrous effect if a culture has become over-specialized and has failed to maintain a balanced outlook. However, calamities may also provide the impetus from which a well-organized civilization rises in new ways to achieve still further glory.

CIVILIZATION is available now for $22 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.

What's Inside . . .

- 4 Panel Mapboard
- 9 Sets of Playing Pieces
- 1 Deck of Trade Cards
- 1 Deck of Civilization Cards
- 1 Archaeological Succession Card
- 7 Player Mats
- Instruction Manual

CIVILIZATION is a sophisticated strategy game for two to seven players 12 years and up.

Playing Time: Introductory Game—1 Hour
Full Game—5 to 12 Hours

"Our generals had had enough of it . . . they cursed the Emperor: 'He is a -----,' they said, 'who will have us all killed.' I was dumb with astonishment. I said to myself, 'We are lost'"

—Coignet, Napoleon's Baggage Master

From the moment that the Emperor mounted his horse and was on the point of leaving Leipzig altogether, the most evident gloom was noticeable on his face. Wholly absorbed, with a blank look that might mean mere vacancy, he rode first towards the inner Rannstaedt gate, diagonally across the market-place, and when it was seen that everything was blocked up there on account of the enormous crowding of soldiers and carriages, he took his way round inside the town, past the two gates blocked up long ago, and past the church of St. Thomas, towards the Petersthor. Here the Emperor inquired for a moment where he was, and then rode back again towards his quarters on the Rossplatz, or rather along the avenue as far as the neighbourhood of the municipal school. He turned back once more, passed by the Petersthor, and rode round the town to the Rannstaedt-Steinweg. He was scarcely able to pass through the indescribable crush of all arms of his troops. Napoleon followed quite calmly the main stream of his flying troops, along the high road, as far as beyond Lindenau. Here he halted, and appointed different officers, who were to indicate to the fugitives arriving in disorder, the points where their corps were to collect. Here, not far from the bridge over the Elster, General Chateau met at this time a man in a peculiar dress and with only a small retinue; he was whistling the air of 'Malbrook s'en va-t-en guerre,' although he was deeply lost in thought; Chateau thought it was a burgher and was on the point of approaching him to ask a question. . . . It was the Emperor, who, with his usual phlegm, seemed to be perfectly callous to the scenes of destruction which surrounded him.

—Yorck von Wartenburg, 'Napoleon as a General'

Game Includes:

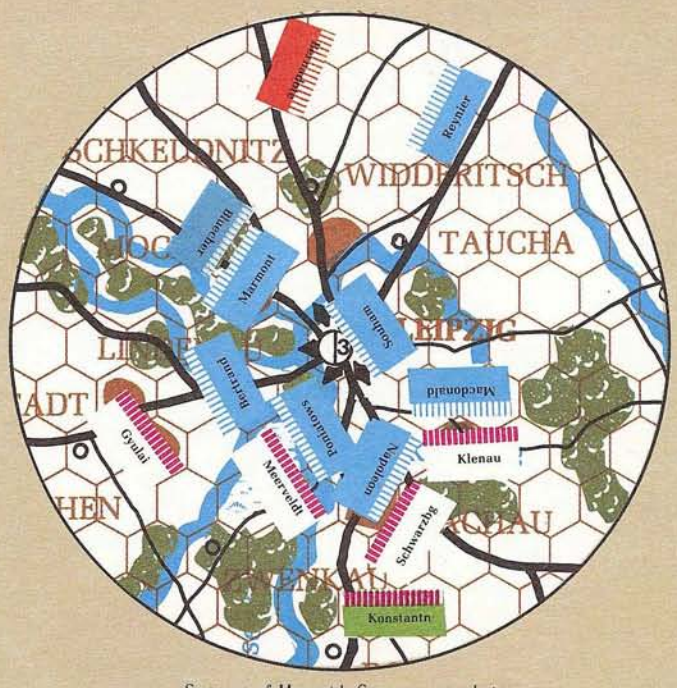
- Two Counter Sheets in four colors
- Multi-color Mapboard in Three 22" wide sections
- Two Organization Displays, 17" x 24" and 19" x 28"
- Rules Folder.
- Scenario Folder.
- Turn Record/Reinforcement Track and separate Chart Folders.

Game Scale:—the opposing armies, each numbering over 400,000, are portrayed by division and brigade in 1000-man increments.
—constant 2-mile hexes, 2-day game turns.
—three different scenarios plus 60-turn campaign game.

Warning: Previous experience with wargames is necessary. Those new to wargames should not attempt "Struggle of Nations," as a familiarity with basic concepts is assumed.

Game Description:—the rules emphasize command and administrative considerations, and their dragging effect on maneuver. Battles are mere punctuation marks at the conclusion of often long marches.
—the map's hexes are smaller than on any other game map. This allows us to portray a very large area on a map 25% its normal size, easily accommodated by ordinary table space.
—counters representing forces made up on organization displays occupy two hexes on map; their two-hex size reduces the possibility of mistaking their actual location; because only one leader in a stack remains on the map, unit density on the map averages less than 20 units per side.

STRUGGLE OF NATIONS is available now for $20 from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.



Segment of Map with Counters, actual size.



Example from the Organization Displays, illustrated with portraits of 39 Allied and 25 French generals involved in the campaign.



AVALON HILL COMPLEXITY RATING: 10 (on a scale of 1 [easy] to 10 [hard]).

Letters to the Editor ...

Dear Mr. Greenwood:

In the past year a revolution has occurred in the Simulation Gaming Industry. The advance and availability of the microcomputer has entered the hobby with such force that it now appears to threaten the very existance of board gaming itself. What?? Not possible. Consider the following facts:

1. If the present economic trend continues there will be fewer and fewer companies producing war games.
2. As the smaller companies fold more of the burden for new products rests upon Avalon Hill.
3. If one considers only new war games (not reworks of Battleline, or Lesiure Time games), then this year Avalon Hill has produced more microcomputer games than board games.

This trend toward the computer is both exciting and disappointing. It is exciting in a philosophical sense. We bear witness to a new age in gaming with the birth of computer wargaming. For years the only access to computer wargaming was on the college campuses; now it is available to everyone in their home. As the microcomputers spread throughout the nation so too will the market. The potential for expansion is tremendous.

Is this good for wargaming? I think not. Please consider what has happened in the non-simulation game industry. Electronic game production has grown exponentially while non-electronic "new" game production is almost non-existent. Parker Brothers, Milton Bradley and Mattel (the big three) have fallen head-over-heals for bleeps, buzzes and batteries. It now appears that this fever has reached simulation gaming.

Please consider that three years ago the RBG listed less than 50 titles. At that time there were no commercially available computer wargames. Today there are 50 games on the RBG some of which are more than ten years old. Assume for a moment that 25 of these were produced within the past two years. This compares with 12 new microcomputer games in the past two years. Were wagers to be made I would place mine on the computer games in 1982.

What then of the board games? Should we plan on fewer and fewer new board games? Will microcomputer games be considered for AREA play? (How will it sign the card?) As the leader in this field, I feel you have an obligation to your readers and customers to expound on the direction Avalon Hill is taking. The time has come to speak-up; let it all out; face the music (or bleep as it may be).

David S. Shapiro
Milwaukee, WI

I doubt whether I'm a good choice to answer this kind of question as my opinions are admittedly biased towards board wargames. In fact, I have yet to play a computer game that I enjoy by any manufacturer. While computers and electronics are with us to stay and will be usurping a growing share of the marketplace, I doubt whether they will replace conventional boardgames in our lifetimes. Witness the massive growth and equally sudden demise of the hand held electronics age. Those hand held items couldn't be kept in stock a few years ago and are dead items on retail shelves today. Computers have a long way to go before they can compete with a well designed boardgame for my attention. As to Avalon Hill, I can only say that our Microcomputer Games are a separate division entirely and do not infringe on the time of our board game designers.

★★★★★

Dear Don,

Nothing in the GENERAL should have brought you more justifiable grief than the answer to contest no. 102 *(Air Force)*. The best move for the P-47 does indeed involve maximizing its ability to respond to the enemy movement plotted for this game-turn, but simple straight-ahead movement fails to provide the greatest flexibilty.

In complete generality, an aircraft has four options for horizontal movement: straight ahead, reverse course, port, or starboard. The FW-190 has an optimum move in only two of these directions, straight ahead and the turn to starboard. By plotting the former maneuver, the German aircraft is certain to be out of MG range next game-turn—it is already at maximum range and its speed is one higher than the P-47's. By plotting the latter maneuver the FW-190 begins to shake the P-47 off its tail. Given its current configuration it could perform two conventional right turns or a left slip followed by one or (preferably) two right turns.

With regards to the other two options, course reversal is impossible. The FW-190 has absorbed one cockpit hit and is forbidden to perform a half-loop. A turn to port is a poor choice given the right bank of the aircraft. The cockpit hit forbids a half-roll, which is the only way the FW-190 can turn left in this game-turn. The aircraft must bank twice, so it has insufficient MP's to perform the turn until the following game-turn, thus telegraphing its intentions.

The contest answer, straight-ahead movement with a maximum climb and a left bank maneuver, is deficient for all but the last option. However, the left bank needlessly anticipates a sub-optimal enemy move and puts the P-47 in a nearly-impossible configuration to respond to an enemy turn to starboard. In addition the maximum climb cuts its speed by one. Since both aircraft have no power factors due to engine hits and altitude this increases the speed differential between the aircraft, and may allow the FW-190 to outrun the American plane with continued straight-ahead movement.

A better plot for the P-47 would involve an immediate right bank. It would then have just enough MP's to conduct a left slip at the end of its movement. At the same time it dives 800 feet, just enough to gain four speed points. The dive raises the aircraft's speed to 8—level maximum—so it will overtake the FW-190 (already at level max) if the German plane continues on straight. (This assumes the optional slip rule is not in effect; the contest made no mention of whether optional rules were in use.) The slip maneuver may be followed in the next game-turn with one or two right turns as needed to respond to an enemy turn to starboard. And the American plane can still respond to an enemy turn to port, for in the same game-turn that the FW-190 conducts the turn the P-47 can half-roll in preparation to follow.

The above analysis is presented only for the sake of discussion. The fact that this was *my* answer to the contest is purely coincidental.

Dr. David S. Biekszа
Woburn, Mass.

We stand corrected, and also hereby acknowledge the heretofore unrevealed—but widely suspected—fact that many of our game (and contest) designers are lousy players.

★★★★★

Dear Don,

I should speak up in defense of my worthy opponent, John Burtt, in the Vol. 18, No. 3 series replay. The commentary heaped a lot of praise on me and contumely on him, largely in fun, of course—but I wouldn't want the readers to draw the wrong conclusions about *WS&IM* strategy as a result.

First of all, I had the weather gage, with no possibility of wind change. Most players would feet slightly doomed in this position if facing an opponent of comparable ability. The upwind player generally gets to make the final determination of which ships will fight which—unless part of his squadron has been diverted or immobilized by the enemy. Mine were able to reform and choose their targets to a limited degree, only at the cost of suffering additional damaging rakes—but having that final initiative was an incalculable benefit.

Our styles of play differed. I don't subscribe to John's meticulous protection of each ship from rakes, sometimes at the expense of the overall formation. But he used the same technique in our previous attempt at a series replay, where he had the weather gage—and my squadron was most unspectacularly butchered. My own grand strategic approach, undertaken with an aristocratic contempt for the welfare of my individual ships, simply . . . failed.

In this game, both players recognized a commitment to close promply with the enemy, partly on general principles and partly to end up with a printable series replay. This resolve may have worked slightly to John's disadvantage, since most downwind strategies seem to involve closing the range a little more slowly than the upwind player is inclined to do, as Commentator Mick Uhl states in his Initial Impressions.

But in this too I have to defend John's actions—and here I find myself climbing up on a worn and perhaps rickety soapbox. In *WS&IM* games both players should seek to close the range promptly; to do any less is cowardice.

In an open, fluid game like *WS&IM*, where neither player is tied down to terrain, there's a tendency to add up the odds and, if one's own seem marginally less, to hang back from battle or run. It's logical, right? Why engage battle on unfavorable terms? This logic implies an utter lack of faith in one's own abilities, of course. It dictates that the downwind player will never close with the enemy, and that the first one who feels he's getting the worst of it will break off action.

Historically it's an authentic viewpoint. Encounters on the open sea were seldom equal, so battles often boiled down to one side, usually the British because of naval superiority, pursuing the other. History is replete with cases where lines of ships stood apart pounding one another, failed to close, and limped home, both sides claiming victory.

Nevertheless, it's a callow viewpoint. First, *WS&IM* games are roughly equal by prearrangement. Less is at stake, and most play is subject to time limits, if only in a practical sense. Finally, anyone with such an overcautious estimation of risk should be playing accounting games rather than wargames. The name of the game is danger! Thrills! Death or Glory!

That isn't to say you should close recklessly, by approaching the enemy piecemeal, closing your weakest ships with his strongest, or letting him gain a concentration of fire against part of your line. That way lies suicide.

Rather you should form a clear if flexible plan for victory—and the only way to a decisive victory is by close gunnery or grappling. Rather than taking a wait-and-see stance and hanging back to preserve flexibility, you should try to predict specifically what the enemy will do and be in a position to counter it decisively, at close range. An indecisive victory is no victory at all. Making a battle decisive requires diligent efforts by both players—or a fanatical effort by one.

This may sound like a policy designed for me to state and for only my victims to believe—but I live by it, and occasionally die by it. There are viable downwind strategies other than fading back. The threat to the stern that I posed in the Replay is the most difficult to counter, and may require falling downwind a few hexes while turning. Otherwise the downwind fleet shouldn't have to widen the range by a single hex.

Why the diatribe? I love *WS&IM*, and I can't stand for anybody even to hint that a carefully played game will tend to be boring or indecisive. (I don't know why I should worry—out of the hundreds of sail actions I've fought, I can't think of one that was.) Mick, no gripe intended; I agreed with your commentary by-and-large.

Len Carpenter
Santa Maria, CA

★★★★★

Dear Don,

I was very pleased to read that you too have decided to have nothing to do with the elitist Electoral College voting system devised by the Game Manufacturers' Association. It is a disgrace to disenfranchise players merely because they choose not to write any articles on the hobby, just as it is distasteful to further boost the egos of those of us who do. Fostering a "Them & Us" attitude within the hobby can do nothing but harm. Ballot-box stuffing may have been a problem with the old system; the cure is surely to increase the electorate until such stuffing has no statistical effect. To increase the electorate, voting should begin several months before Origins, and activists in the hobby should be encouraged to open polling booths at any and every convention in the Spring however small. Many more people attend at least one convention in the Spring than attend Origins itself. If it is necessary to reduce the field through the use of nominations, let games be nominated solely by their current sales statistics.

Indeed, I would be even more radical and suggest that voting is not really necessary at all! Give the awards to the games which sell best in the various categories. Although there is a degree of impulse buying in our hobby, as in any other, with the glut of games now on the market I am convinced that most delay purchasing a game until they have both read reviews of it and heard their friends' opinions. Nowadays it is just too expensive to do otherwise. Let the people vote with their pockets!

Marcus Watney
Oxford, Great Britain

Dear Editor:

I was very pleased with the appearance of *MAGIC REALM* on the gaming market and jubilant when the game made the lead article in the Volume 16, Number 4 issue of *THE GENERAL*. However, I am now becoming increasingly disappointed with your treatment of the fantasy market. It seems that you are reluctant to further pursue it. In the year-and-one-half since the publication of "The Magical Mystery Tour" in December 1979, only two fantasy articles have been printed in *THE GENERAL*. I exclude anything on *DUNE* since it is really a science fiction game, and I also exclude *WIZARD'S QUEST* since it is a simplistic family game. Even then, a reader quoted in Volume 16, Number 5 laments the multitude of fantasy articles. Come off it, *GENERAL* readers! Avalon Hill has barely given fantasy game articles room to breathe in its magazine.

More evidence of Avalon Hill's fear of fantasy can be seen in the lack of progress on *MAGIC REALM*. Why are there no new tiles? Why are there no rule changes? It has been some time since this game came out, but there has been no effort to improve it.

I suppose that the answer to such questions is money. Maybe Avalon Hill is afraid that fantasy games aren't popular enough. But how can this feeling be justified when even in *THE GENERAL*'s own listings, *DUNGEONS AND DRAGONS* rates eighth in popularity? How can Avalon Hill be sure that fantasy won't sell if they refuse to market it?

Curt Evans
Northport, AL

I can assure you that Avalon Hill has no fear of fantasy insofar as sales is concerned. In fact, management is going slightly buggy over the relative lack of fantasy production from our R&D department. The real reason for a lack of fantasy board games or FRP systems is simply a lack of interest in that subject matter among the majority of our in-house designers. Avalon Hill never assigns a game subject to a designer against his will and given the relative lack of interest in this subject matter among our staff we are restricted for the most part to outside submissions such as WIZARD'S QUEST and AMOEBA WARS which although not extremely complicated, are fine games. In regards to the lack of additional tiles for MAGIC REALM, one needs only scan the current RBG chart in this issue to find that game's position at the very bottom of our popularity charts to explain the lack of additional components for this game. Apparently, relatively few people share your opinion of the merits of this game in its present form. A badly needed revision of the rules may yet salvage MAGIC REALM, but until that occurs it is unlikely there will be any plans to augment the game with additional playing pieces. As for THE GENERAL, the bulk of our readership is quite obviously interested primarily in wargames and therefore the majority of our article coverage will lie in that direction with only occasional material on our fantasy games.

★★★★★

Dear Don,

I have been a subscriber to *THE GENERAL* for over four years. This past summer I did not receive volume 17:6. I think it must have gotten lost in the mail, but the resulting mixup resulted in my having to buy a copy at my local hobby shop.

To the point: When I wrote to your Gertrude Zombro with my problem, I received the most prompt and courteous response imaginable. I want you to know that in this case she gave her job the kind of extra effort and care that often goes unnoticed and unrewarded in todays world.

Paul S. Fletcher
Bloomfield, CT

Normally I don't print "goody, goody" letters like this, but this time I made an exception. So many people are too quick to blame our circulation department when their magazines are lost or late. It was refreshing to see someone take time out to thank our hard working Mrs. Zombro for a job well done—something I am perhaps remiss in myself. So thanks Gertrude. And next time our readers are tempted to holler foul maybe they'll take a moment to reflect on whether they have advised you of their latest address change, or if the problem is just that we are adhering to our usual late publication schedule and just haven't gotten the magazines to you yet.

THIRD REICH:

35.5 Isn't it possible to trace supply to a Libyan source from east of the Suez?
A. Yes—but such supply capacity is limited by 35.1 and 35.2.

35.5 Are Axis naval factors stationed at the four (east of Suez) ports counted against the 18 factor limit on Axis combat factors supplied through those ports?

A. Yes—although naval and air units do not require supply in the conventional sense, the 18 factor limits of rule 35 apply to combat factors *of all types* (see 35.1).

35.5 Would this supply limitation apply to bridgeheads also?
A. Yes, the Axis can supply a maximum of 18 factors by sea in this part of the Med. 35.1 also applies to any Axis bridgehead counters in Libya, Tunisia, or Algeria. 35.5 applies to any Axis bridgehead counters in Egypt, Palestine, or Syria.

36.23 Do lent Italian units count against the 20 factor garrison limit of 25.6?
A. Yes—lent units could not be placed in an area above & beyond the 20 factor garrison limit.

40.2 Does it still cost the Western Allies 25 BRPs to open the Lend-Lease route if either Russia or a Western Allied nation has conquered Persia?
A. Yes

40.3 How many BRPs may be given to Russia via Lend Lease in one turn?
A. 20

The Question Box

43.2 May a German unit attack or attrition across a neutral border as in the case of a German garrison unit in Rumania attacking Russia while Rumania is still inactive?
A. Yes, but such action would be limited to German garrison units which, in turn, are limited to 20 factors on the Eastern Front. See also the last sentence of 25.6.

43.2 Must the 20 "factors" maintained on the Eastern Front be composed entirely of ground and/or air units?
A. Yes

43.5 May Germany attack East Europe in Fall, 1939?
A. Only by declaring war on Russia. See 43.41 for the consequences. Note that 43.3 allows the Axis temporary transit to East Poland.

44.2 If the German DoW comes in a Winter turn after the time for the Russian Winter Dice Roll has passed is that turn automatically subject to the severe winter rules?
A. No—the Russian winter dice roll could not occur until the next winter turn.

47.3 Could the British SR a unit into Suez city from England if Gibraltar is lost and the canal has been damaged?
A. Yes

47.3 Could either side carry supply to the Suez above and beyond the limits of 47.3 in this manner?
A. No—furthermore, the Axis could not even supply the four units allowed the Allies by 47.3.

49.42 If Britain controls Suez but not Alexandria or vice versa, does the +2 modification apply?
A. Yes—the slash is read as "and/or".

49.6 Must the British SR units out of Vichy territory if they can do so, but would rather declare war on Vichy?
A. They must SR out if able to do so and must be given first priority over available SRs.

12.24 & 20.3 *ERRATA*: To resolve the conflicting statements, delete "Offensive or" from 20.3.

14.4 *ERRATA*—Add "However, Exploitation from an *undefended* Breakthrough hex is *not* allowed if the Breakthrough hex is adjacent to an enemy ground unit, or if a supply line cannot be traced to it at the moment of combat."

28.443 *ERRATA*—Delete the last two sentences.

28.444 *ERRATA*—Replace this section with: "If defender had the larger force in combat and wins the aerial combat, his survivors may continue their DAS mission or return to base and invert at his option. Otherwise, his survivors (and, always, intercepting survivors) must return to base and invert."

33.42, No. 3 *ERRATA*—delete "Winter", substitute "Fall".
33.42—No. 3/49.8 *ERRATA*—delete "air and armor units may never be rebuilt once lost".

55 *ERRATA*—Delete section II.B. and insert it in conjunction with II. E. 3.
NOTE: Despite the rulebook reference to a third edition mapboard, there is no such thing. The mapboard currently being assembled in *THIRD REICH* games which is identified in the upper right hand corner as "Second Edition" is indeed the most current mapboard available and is designed for use with the 3rd edition rules and any subsequent editions as well.

AREA TOURNAMENT PROCEDURE:

The Code of Conduct rules are altered for AREA tournament games using ICRKs to resolve dice rolls as follows: a move cannot be returned for correction if the player has already listed the ICRK results for that move on the player's turn. This means that a player does not have the option of cancelling his opponent's listed ICRKs for an invalid move by listing the results of that move, and then demanding a do-over with different ICRK listings. In essence, once a player lists his opponent's combat results, he has then accepted his opponents move as legal. He cannot cancel ICRK numbers by listing them with an invalid move and thereby disqualifying them for later use.

READER BUYER'S GUIDE

TITLE: THIRD REICH '81 (3rd edition only) $16/$9
SUBJECT: Grand Strategic Game of WWII in European Theatre

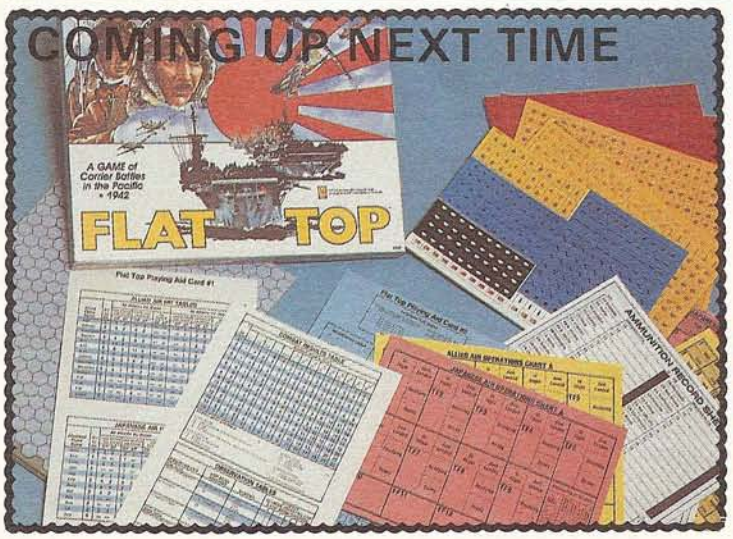
The extensive revision of *THIRD REICH* allowed us the opportunity to test the RBG's reaction to the passage of time and measure just how much the newness of a game affects its ratings in the RBG. Predictably, the results verified the ravages of time on the tastes of the gaming public and what they have come to expect from the state of the art. It would be very difficult to find someone who would prefer the original *THIRD REICH* to the highly polished third edition. Nevertheless, *THIRD REICH* has actually dropped three places in the cumulative rankings from the earlier ratings of the first edition. All of which leads us to believe that the original 1974 reviewers of the game were much kinder in their review due to being newly impressed with the innovations of the game.

How else would one explain a .19 drop in Physical Quality and a .24 drop in Components when these features remain unchanged between the two versions save for the addition of another Force Pool card and improved graphics and organization? It is also hard to fathom a .12 worsening of the Ease of Understanding rating given the universally accepted premise that these rules are much easier to understand than their predecessors. In fact, the only area in which the ratings showed major improvement was in the related Completeness of Rules category which gained .61 point. And how does one rationalize a loss of .57 in Realism when the current edition is so much more detailed?

There are many contributing factors to poorer ratings despite a superior product. A single "9" rating by someone whose pet strategy or tactics for the old version have been altered by a rule change will counteract many "1" ratings by satisfied reviewers. Then, too, people possessing the 1st or 2nd edition of the game may have mistakenly rated it as the 3rd edition.

None of which is sour grapes. The ratings are still quite complimentary—better than average in 8 of 10 categories. They suffer only in comparison to the same game's ratings of a previous edition. Our concern is to emphasize that despite these ratings, we feel (and everyone we've talked to concurs) that the 3rd edition is a major improvement over its predecessor. The slight drop in ratings in our opinion is merely a fluke caused by the age of the title and not indicative of an inferior product.

On the positive side, for the first time the RBG has given us two sets of playing time figures. The Campaign Game has now been rated at 7 hours, 39 minutes whereas the shortest scenario has been rated at an average playing time of 3 hours, 22 minutes.



AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.6
6. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
7. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
8. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
9. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
10. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
11. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
12. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
13. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
14. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
15. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
16. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
17. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
18. THIRD REICH '81	2.62	2.31	2.29	2.58	4.27	2.61	2.64	2.81	1.94	2.15	45.9
19. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
20. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
21. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
22. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
23. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
24. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
25. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
26. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
27. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
28. The LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.30	2.28	2.80	3.15	171.
29. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
30. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
31. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
32. GLADIATOR	2.88	2.84	4.00	2.47	2.89	2.63	2.79	3.05	2.53	2.74	4.6
33. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
34. FURY IN THE WEST	2.91	3.36	4.01	3.00	2.55	2.45	2.99	2.82	2.09	2.91	17.8
35. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
36. GUNS OF AUGUST	2.93	2.71	2.94	3.03	2.41	3.15	2.96	2.89	3.38	2.87	27.8
37. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
38. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2
39. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
40. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
41. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
42. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
43. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
44. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
45. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
46. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
47. AIR FORCE	3.43	3.77	4.94	3.79	3.69	3.29	2.42	2.81	2.77	3.40	9.6
48. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
49. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
50. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
AVERAGE	**2.77**	**2.60**	**2.88**	**2.57**	**2.82**	**2.74**	**2.93**	**3.11**	**2.58**	**2.66**	**21.4**

Vol. 18, No. 3 polled a rating of 3.24 which was good enough for the second best rating of the previous year—having been bested only by the 3.07 rating of the *CIRCUS MAXIMUS* issue in Vol. 17, No. 5. Top article honors for the issue went to Wayne Helie whose feature presentation THE SCHLIEFFEN PLAN narrowly edged John Berry's THE DECISIONS OF AUGUST. Other individual article ratings based on our random sample of 200 responses were as follows:

The Schlieffen Plan	281
The Decisions of August	255
Strachan vs. Dumanoir WS&IM SR	144
Stepping Stone to Suez	121
SQUAD LEADER Clinic	95
Design Analysis	93
Operation Torchlighter	63
Modules for GOA	58
Tactics In Diplomacy	47
Wooden Ships By Mail	19
More Realism for VITP	16
Avalon Hill Philosphy	8

A Second Edition *FORTRESS EUROPA* rulebook is currently available which corrects all the detected errata of the first edition. The item can be ordered for $4.00 plus 10% postage and handling charges (20% Canadian, 30% overseas) from our parts dept.

It took us a long time but we've finally seen the light. The current edition of *KINGMAKER* now includes a three panel mapboard which effectively increases the playing surface by 50% over the two panel version originally used. In addition, slight changes to the map itself have been made to correct previous ambiguities. Those wishing to update their games can obtain the larger board by specifically ordering that version from the AH Parts Dept. for $8.00 plus the usual postage charges. All *KINGMAKER* games ordered directly from AH will contain this larger style mapboard in the future. No such guarantee can be made about games bought at your local store, however, because it is possible that old stock will linger in the wholesale pipeline for quite some time.

The CITADEL, a New England game shop, is once again sponsoring a bus charter to ORIGINS. The bus will leave Groton, CT at 9 PM Thursday (7/22/82). A car pool connection from Worcestor, MA will leave at 7:30 PM. Another pickup will be made at the commuter parking lot at exit 34 of I-95 in Milford, CT at 10:30 PM. The bus is scheduled to arrive at 6 AM Friday morning when the occupants will be registered for the convention and showed to their accommodations prior to the start of the con. Round trip rate will be $35.00 (accommodations & admission fees extra). Interested parties should contact Pat Flory, c/o The Citadel, 171 Bridge St., Groton, CT 06340.

AH bid a fond farewell to two designers who left our employ last month to pursue new careers in other fields. Kevin Zucker resigned following the completion of his latest Napoleonic game *STRUGGLE OF NATIONS* to pursue a degree in music. Kevin has aspirations of eventually earning his daily bread as a composer. Joe Balkowski, on the other hand, resigned to go back to school also, but he will be teaching at the Univeristy of Maryland. Joe may well continue to work with us in the sports dept. on a part time basis. AH wishes both of its former employees much success in their new fields of endeavor. Joining our recently depleted R&D ranks are Bruce Shelley who worked briefly with SPI and ICE in the game design field, and Richard Snyder who was previously associated with David Arneson—the co-designer of *D&D*. Bruce will be working on the revision of several games acquired from OSG, while Richard will specialize in improving AH's heretofore relatively weak showing in the fantasy field.

Infiltrator's Report

The following price increases were announced for AH games effective January 26, 1982. The price of *WAR AT SEA* increased from $9 to $10. Going from $13.00 to $14.00 were *ANZIO, CHANCELLORSVILLE, STALINGRAD, ORIGINS OF WWII,* and *FRANCE '40*. Increasing to $15.00 from $14.00 were: *OUTDOOR SURVIVAL, STOCKS & BONDS, BASEBALL STRATEGY, FOOTBALL STRATEGY, BASKETBALL STRATEGY, BOWL BOUND,* and *SUPERSTAR BASEBALL*. Making a $2.00 jump to $18.00 were: *TUF, TUFABET, TWIXT, ACQUIRE,* and *FEUDAL*. Another $2.00 jump to $16.00 was made by *KINGMAKER, CROSS OF IRON,* and *ASSAULT ON CRETE. SQUAD LEADER* rose $1.00 to $18.00. All $15.00 computer cassette games will be priced at $16.00. The new bookcase version of *FURY IN THE WEST* will sell for $15.00 as opposed to the $11.00 price of the flatbox Battleline version. *COLLECTOR* will be reduced to $12.00 and *GOLD* will be reduced to $22.00.

The "Nice Try" Award goes to Ken Davis of Humble, Texas who entered the last contest no less than 12 times. It's nice to know that somebody cares that much, but we limit entries to the contest to one per subscriber per issue.

Even the *GENERAL* gets reinforcements occasionally. Joining our ranks as the new Assistant Editor is Rex Martin, formerly of Helena, MT. Rex has a degree in English as well as playtest credits in *SQUAD LEADER*—both of which should stand him in good stead when it comes to writing for *THE GENERAL*. Expect to see a lot of his work in the future.

Those interested in trying their hand at postal play of AH multi-player games could do a lot worse than subscribing to *ENVOY*. This monthly publication has been around for over three years and carries all sorts of postal, multi-player games within its pages. Players must pay a game fee (in addition to their subscription) to actually particpate in a game, but the 'zine seems to be thriving and offers both AREA and non-AREA game-mastered matches. At last count, ENVOY published games of *DIPLOMACY, KINGMAKER, RAIL BARON,* and *MAGIC REALM*. Efforts to start multi-player versions of *BISMARCK, RICHTHOFEN'S WAR, MACHIAVELLI, STARSHIP TROOPERS, SAMURAI, SUBMARINE, GUNSLINGER,* and *BUREAUCRACY* were continuing. Those interested in this sort of thing should send $1.00 to Roy W. Henricks, 128 Deerfield Dr., Pittsburgh, PA 15235 and request a sample copy.

Congratulations are due Rich Larson whose Washington Redskins won the 9th Annual Avalon Hill *FOOTBALL STRATEGY* league with a resounding 34-14 thumping of Doug Burke's Cleveland Browns. Larson, in his fourth year in the league, compiled a 14-5 record for the season en route to his $160 prize, plus a plaque and a rotating trophy. The league plays its games in the AH design offices on the Saturday preceding each NFL week with 28 teams playing the actual league schedule of their namesake franchise. The current annual fee for a league franchise is $34. Those interested in being put on the waiting list for possible future vacancies can contact Don Greenwood, c/o Avalon Hill.

If you are a *DIPLOMACY* enthusiast residing in the state of California you might be interested in the California Diplomacy Registry & Directory Project. To be included in this listing of *DIPLOMACY* players, contact Lawrence Wm. Peery, P.O. Box 8416, San Diego, CA 92102.

The play balance survey contained in Contest No. 103 resulted in 65% of the entrants claiming that the Allies had a distinct advantage in *GUNS OF AUGUST*. Those same 65% felt that the probability of an Allied win was 70%. Those who felt that the Central Powers had an advantage predicted an average winning percentage of 64%.

John Moore of Dayton, OH was the only respondent to Contest No. 103 who matched designer Robert Beyma's solution exactly. The most common mistake was the placement of all three 3-5-3s in Liege and the 1-1-4 in Antwerp, rather than placing the 1-1-4 in Liege with two 3-5-3's and the remaining 3-5-3 in Antwerp. The other nine winners who misplaced only one unit were: J. Bowles, Westerville, OH; M. Scance, Chicago, IL; S. Joyner, Flint, MI; D. Tetmeyer, Dayton, OH; H. Calvin, Wilson, NC; J. Lothrup, Westboro, MA; J. Rich, Santa Monica, CA; B. Peddie, Wickliffe, KY; and D. Weems of Ora, NE.

There were some subtle potential mathematical errors incorporated into contest 104. Among others, note that: (1) Gladiator "A" has received 4 *wounds (not* lost *CFs)* for a total of 2 CFs lost, plus 1 CF lost from Stun. (2) Gladiator "B" is left-handed, thus the positional advantage of Gladiator "A" is +2, *not +1*. Therefore, the total number of CFs available to gladiator "A" are 13 − 2 −1 + 2 = 12 (*six* maximum for any one attack).

The basic rule of thumb for light gladiators is to deliver the first attack and make it as devastating as possible. Lights can't take much punishment —the first attack is often mortal and generally at least reduces the force of the enemy's subsequent attack. Specifying three attacks insures that the first will be in attack sequence sub-phase #1 (4 or 5 attacks would be a waste of CFs, since three serves the same purpose). The attack strength of 6 means that it will be delivered prior to any opponent attacks allocated in the first attack sub-phase (maximum opponent AF capability for any one attack is 5). Areas #1, 2, & 3 are good choices for also delivering a critical wound, but #1 & #3 are armored. Area #2 is the obvious choice among the three, but will therefore likely contain substantial defensive factors. Areas #4 & 5 are the other possible alternatives. If a fatal wound is not delivered, either area may still produce significant CF loss. Neither area will likely be substantially protected if the "B" gladiator has any significant attacks allocated and/or has protection for area #2. Area #4 is the best choice since any wounds sustained will also affect potential weapon-drop checks for future parries (especially considering Gladiator "A's" great strength). If the gladiator is still alive, enough CFs may have been inflicted that the two strength "1" attacks may produce a loss of consciousness.

The remaining CFs of Gladiator "A" are allocated to the defense of area #4. Areas #1, 2, & 4 are the most likely attack locations (areas 1 & 2 for the same reasons as stated above). Area #4 is the most likely location for the first, and strongest, enemy attack; area #4 is weakened by wounds and would produce the most experience points (multi-attack kill in the first turn). The other areas are exposed but it is hoped that either: (A) An opponent kill would be achieved the first attack, or—(B) The combination of wounds from the first attack, defense factors allocated by Gladiator "B", and attack factors likely allocated to Gladiator "A's" area #4 will substantially reduce the wound potential in other areas. (C) The shield will deflect the attack.

OPPONENTS WANTED

Want to buy Kriegspiel. Will pay good price. Scott Griffin 3102 Hardwick, Lakewood, CA 90712, (213) 634-6084

Wanted General back issues Vol. 14, No. 1, and Vol. 15, No. 4, must be in good condition with all the inserts, will pay reasonable amount. Fred J. Bettencourt Jr., P.O. Box 72, Fremont, CA 94536, (415) 794-6978

Moderately experienced ftf player, 28 yrs. old plays for enjoyment not blood. Prefer BB'81 TRC, DD, GOA, FE, FT, LW, MD, TLD, SL, BFA, Cobra. Pete Rich, 1012 7th St., #11, Santa Monica, CA 90403, (213) 394-3724

For sale "64" Gettysburg Square grid box in good condition. Counters and board in excellent condition send bids with SASE. Grady Lee, 3312 Five Mile Dr., Stockton, CA 95209, 951-3623

For Sale/Trade: Out-of-print wargames and magazines including 1914, Jutland (First Edition), Stalingrad (Large box, First Edition), many more. Send Stamp for list! Wally Williams, Jr., 611 SE 1st Ave., Gainesville, FL 32601

13 yr. old AREA 1200 wants pbm TRC also wanted mint Quad and General Vol. 2 No. 1-6. Will pay 2.50 per issue willing to deal. Daniel Heller, 1455 E. Park Place, Chicago, IL 60637

For Sale: 1914 in excellent condition for $12.00, plus postage. Also, Generals Vol. 2 Nos. 2, 3, 5 and 6; Vol. 3, No. 1. Make me an offer. David C. Harrison, 719 Academy Ave., Matteson, IL 60443, (312) 481-8306

Selling all my games. All gamesin very good shape and no parts missing. Many have extra parts. Sent SASE for list. Brent Elliott, RR 4 Box 202B, Washington, IN 47501, (812) 644-7150

For sale, Guadalcanal U-Boat MR GE-(original) and many others. Also Magazines. Enclose SASE. Monte B. Gray, 307 Bryngelson Dr., Marshalltown, IA 50158, (515) 752-1313

For sale. Many AH games 1914, Anzio and more plus General back issues. Must sell low prices. Send SASE for description and prices. Paul Diette, 183 Pine St., Dedham, MA 02026

Need Xerox copies of General articles on Chancellorsville. Send Article title and cost, including postage. Don Poole, 1433 Gibsonwood Rd., Balto., Md. 21228

Large Sale: Collection of AH classics, Generals from Vol. 10, original editions of 3M sports games, plus much more! Most in mint condition. SASE for list. Kevin Gallagher, 105 E. Prospect St., Marquette, MI 49855, (906) 225-0928

Friend has become fanatic! Would like to give 3M, Sleuth as X-mas gift. I am nearing desperate condition. Send replies to: Wendy Chiles, Rt. 2 Box 179, New Bloomfield, MO 65063

For Sale to highest bidder: General from Vol. 10 to Vol 13, 14-1. Also games, magazines, etc. Send SASE for list. John M. D'Addario, 3 S. Greenbush St., Cortland, NY 13045, (607)753-0614

Discount Sale: Send SASE for list. AH and others ftf play: BB, BL, FE, PB, PL. Pbm: MD, RC, WSIM. Gary Stagliano, 517 Medary #6, Brookings, SD 57006, 692-7580

For sale: Oldies like C&O, B&O, and many others. SASE for list, prices. Loren Sperry, 2629 S. 8th St., Sheboygan, WI 53081, (414) 458-8418

Need opponents. Join the Decatur Gamers Assoc. Blake Temple, P.O. Box 2066, Decatur, AL 35601, 974-9723

Above average player wants ftf competitor available in mornings for all periods and types of games. Playing since 1970 so watch out! Opponents 20 yrs. + age. Tom Philo, 5306 E. 24th Ave., Apt. 7, Anchorage, AK 99504, 337-6145

Adult gamer seeks AREA rated opponents for PBM, AK, BL, BB, DD, STAL, 3R and WAT. All letters answered. Scott Peth, Box 2578, Co F, USAICS, Ft. Huachuca, AZ 85613, (318) 459-2259

Adult in LA; ftf only; plays AL, DIP, KM, NP, TRC, 3R. Rich Reed, 414 W. Oak, El Segundo, CA 90245, (213) 322-0421

Postal Kingmaker. Games starting throughout the year. Send for information. Russell Balgair, 4015 Howe St. #A, Oakland, CA 94611, (415) 547-0662

Experienced adult gamer seeks adult opponents. Playtested 3R81, Top ftf competition also in SL, BB81, GOA, AOC, more. Like serious play. Mike Crane, 3917 E. Norwich, Fresno, CA 93726

LA/SF DIP groups wanted or Postal DIP or varients. Martin Schaaf, P.O.B. 1001 D.C., CA 94017 or P.O.B. 3151 Fullerton, CA 92034

Beginning DD player seeking pbm or ftf opponents. Willing to learn other games as well. Looking to join or form local club. Michael Anderson, 462 C. Linfield Pl., Goletu, CA 93117

Any opponents wanted for ftf PB, PL, TRC, FE, SL, COI, COD, in Hollister, South County, Monterey area. Any clubs? Richard Lopez, 1773 Sunnyslope, Hollister, CA 95023, (408) 637-8762

Adult wants opponents for ftf 3R, VITP, AL, 1776, SST and many others. Also would like pbm AL and variants of other games. Mike Sanches, 1001 Physical Sciences Rd. #8014, Irvine, CA 92715

Long Beach area roomates will ftf most non role playing games. Prefer strategic level especially 3R, AW, and others. Weeknights and weekends. Alan Emrich, 5719 E. Tanglewood St., Lakewood, CA 90713, (213) 425-4247

Wanted badly, any players ftf for PL, TRC, AIW, PB or others. Eager for action at anytime against anyone. Scott Griffin, 3102 Hardwick, Lakewood, CA 90712, (213) 634-6084

Experienced ftf player new to pbm. Tired of winning. Want to play BL, 2nd edition rules. Walt Howard, 2254 Greenfield Ave., LA, CA 90025.

Adult wants opponents rated or not for SL, COI, PL. AREA 1500 prov. Ftf play preferred. Mark Melwing, 112 32nd St., Manhattan Beach, CA 90266, (213) 546-3820

Any gamers in the Manteca area? Prefer ftf games of BIS, 3R, FT, JU, MD, PB, PL. No pbm exp., but will try it. Mike Stoker, 17822 S. Kram St., Manteca, CA 95336, 823-3408

Pbm opponents wanted for FE, TRC, AZ. Am a beginner at 3R. Will play ftf with anyone in my area. Danny Bergh, 2867 Shady Glen Ln., Orange, CA 92667, (714) 637-3227

27 yr. old gamer, new to area seeks opponents for any AH game ftf. James Loman, 3897 Middlefield Rd., Palo Alto, CA 94303, (415) 494-7486

Want to play two simultaneous games of TRC, (pbm, rated, non-rated) using same options (if any) you pick. Send Russian set-up, will respond. Ftf others. Edward Reichlein, 6200 Westholme Way, Sacramento, CA 95823, (916) 391-4938

The National Wargaming Alliance is an organization for wargamers. You'll be surprised at what we offer to our nationwide membership. For information contact: Steven Duerr, 6433 Bradford St., San Diego, CA 92115, (714) 583-3974

Meck Islander seeks pbm SL opponents. Will play ftf on Kwasalein SL or your game. Jay Kilborn, P.O. Box 98, A.P.O. San Francisco, CA 96555

College student will play ftf SL, LW, GOA, TAC, BB in Glendale/LA Crescenta area. A beginner. Any clubs around? Doug Shewfelt, 10540 McBroom St., Shadow Hills, CA 91040

SL, COI, fanatic challenges those who dare to pbm. Unrated, send system you like. All letters answered. D. Linfield, 51 Lomond St., Corner Brook, Nfld Canada A2H3B1 (709) 634-2417

Adult player wishes pbm 1914 WQ, WAS, and Krieg. rated 1600 but will play unrated games. Use your system or honesty, roll your own method. B. Max McCuaig, TH.204 26 Underhill Dr., Don Mills, Ont., Canada M3A-2J3

16 yr. old wants opponents for 3R, SL, COI, COD, STAL, BL and AIW. Will learn almost any other game. Peter Serrador, 109 The Country Way, Kitchener, Ont., Canada N2E-2K3

Wanted: pbm PB rated only, sit #21 or #7 (with VC modifications). You pick sides. AREA rated at 1210 CDF. Also, any gamers near? Jeff Wollf, 55 Eastwood Tr. Ct., Lloydminster, Sask., Canada S9V-1C8, (403) 825-0929

Adult gamer seeks ftf or pbm for TRC, 3R, GOA, JU, MD, WSIM, FR, SUB. All letters answered. Mike Youmans, 1-102 W. Victoria Ave., Thunder Bay, Prov., Ont., Canada P7C-1G5, (807) 577-5549

OPPONENTS WANTED

14 yr. old experienced gamer AREA 1600 wants pbm ftf rated only SL, COI, COD, SST. Will play 1500+. All letters answered. Kevin Heller, 3011 Washington St., Boulder, CO 80302, 443-0870

SL, COD, COI, DL, MD, LW, 3R, SST, AIW, BIS, WSIM, RW, TRC, WAS. Art Hayes, 3330 Templeton Gap #5, Colo. Spgs., CO 80907

AREA rated, would love to hear from anyone who has pbm system for SL, COI, COD, SOA. James H. Ricketson, 2751 28th Ave., #B, Greeley, CO 80631, (303) 330-0245

Pueblo wargamer anxious to find ftf adversaries int he steel city area. Am not AREA rated. Own most titled. Lack only opponents. Steve Sain, 2025 Jerry Murphy Rd., #202, Pueblo, CO 81001

Wanted opponents in the Sterling Co. area to play wargames. Have eleven AH plus many more. Willing to learn, teach, or play most games. Greg Swanson, 828 Hamilton, Sterling, CO 80751

Average player looking for ftf or will try pbm. Prefer DD, GE, GOA, PL, STAL, or 1776. Favorite is 3R. Also looking for local clubs. Hal Petschke, 688 Broadview Ter., Hartford, CT 06106, (203) 247-7214

AREA 1200 prov. seeks pbm opponents in BB, DD, STAL. Your system ok, will take either side or play one game each side. Joe Cunningham, 361 Limestone Rd., Ridgefield, CT 06877

Wanted—Philmar edition of Kingmaker from England, New or used. Robert E. B. enheim, 1220 Continental Dr., Daytona Beach, FL 32017

Will go crazy if not playing PB, PL, or SL. All replys answered prefer serious opponents. Bill Kimbell, Rt. 2 Box 94, Hull, GA 30646

Wanted: pbm opponents for SL, COI, COD. Have series 100's and 200's. I'm rated app. 1800. Also seek players for COI Grand Campaign Battle. Don Shoemaker, C.654 Belair Rd., Rt. 4, Martinez, GA 30907, (404) 863-3458

22 yr. old looking for APO, NY or stateside opponents that will accept postal delay. 3R, TRC, DIP, WSIM, VITP, BB. Will use your system. Robert Sweeney, P.O. Box 452, Bad Ausling, Germany APO NY NY 09098

Opponents wanted for LW, BB, GOA, MD, WAS, VITP, TRC. And have others. Pbm or ftf. AREA 1200 prov. Rich Widmer, 2157 W. 121st St., Blue Island, IL 60406, (312) 388-6483

Mature players wanted ftf. Any AH game. Desire information on any area clubs. Joe Sarnicki, 4220 Forest Ave., Brookfield, IL 60513, 485-7168

Command a German Army Group or a Soviet Army Front in a multi-player TRC game. Send SAE for details. Michael Jay Kelly, RR5 Box 136, Carbondale, IL 62901, (618) 549-3507

Experienced gamer looking for Chicago area 3R or TRC fanatics. Also play FE, WAS, VITP, GETT'77, SL, PL, BB, pbm or ftf. AREA rated 1400. Tony Diaz, 13539 Buffalo, Chicago, IL 60633, (312) 646-1662

AREA 1400+ provisional needs opponent for pbm TRC. Prefer Chicago area opponent and two simultaneous game match but will accept others. Ray Tulicki, 5232 N. LaPorte, Chicago, IL 60630

Many out of print games for sale or trade. Also some old Generals. Send SASE for list. Millard Wells, 426 Orchard Pk., Rockford, IL 61103

Looking for pbm opponents who are AREA rated to play BL. I'm 900 prov. please state rating. Will answer all letters. Dan Dinsmore, RR4 Box 291, Nashville, IN 47448, 988-4961

Opponent wanted for BIS, pbm LW, PB, PL, 3R, Tob, VITP, WAS, WASII, '88', TFT. Am college Fresh. at I.U.S., prefer ftf will learn new. Charles Baker, RR2 Box 175c, Pekin, IN 47165

AREA rated 1400 want pbm for BL, FR, STAL, TAC, 1914. All letters answered. Ronald Haas, 121 Howard St., Apt. 202, Ames, IA 50010

Any gamers in Lakes Region or ILCC. SL, COI, COD, 3R, GOA, 1776, WAS, VITP, W&P, WSIM, AF, SON, SU, GL, CM, AW, and more. John Steil, 403 N. 16th Pl., Estherville, IA 51334

Ftf opponent wanted for SL, COI, COD, W&P, PB, PL and TRC in the Cincinnati, Ohio area. James L. Kuro, 10 Dell St., Florence, KY 41042, (606) 371-0944

16 yr. olds looking for some combat. SL, COI, COD, FE, PL, PB. Will learn others fast. All letters answered. Like Axis side better. Jason Hawkins, P.O. Box 366, Lewisport, KY 42351

Just moved back to town. Experienced gamer, 31 yrs. old. Seeking ftf in SL system & TLD. Don Clouse, 1132 S. First St., Louisville, KY 40203

Reliable, non-fanatic adult seeks friendly non-rated pbm for Guns of August with adult looking to play for enjoyment. Have untested system, or will try yours. Craig Kaster, 3769 Sholar Ct., Baton Rouge, LA 70809, 925-9211

23 yr. old returning to gaming after long absence needs ftf opponents for most AH games especially SL (novice) DD, RW, 1776 and others. Perry Flint, 6904 East Ave., Chevy Chase, MD 20815

Average adult wants ftf for 3R, SL, BB and many other games in Poolesville area. Roger Eastep, 17120 Hoskinson Rd., Poolesville, MD 20837

Ftf opponents wanted for COD, AZ, PGG, PAA, AOC, FT. Patrick Scannell, 35 Frederick St., Framingham, MA 01701, 872-4520

American Wargaming Asso. publishes: Wargamer's Encyclopediac Dictionary, Pimper's All The World's Wargames, monthly offset magazine: American Wargamer, tournaments, ratings, elected officers. Get involved now. $8/year. George Phillies, 1225 Island Dr., #204, Ann Arbor, MI 48105

16 yr. old with 3 yr. experience looking for opponents for ftf play in local area. Prefer 3R, GOA, W&P, WS&IM, COD, have others. George L. Bennis, 515 Liberator, K.I. Sawyer AFB, MI 49843, 346-3606

Pbm WAT, TRC, STAL, BB, DD, FE. Les Lightstone, 16091 Harden Cir., Southfield, MI 48075, (313) 559-7018

Adult gamer seeks to form adult gaming club in greater twin cities area. Dan Frick, 4205 Quincy St. N.E., Col. Hts., MN 55421, 789-6762

17 yr. old looking for ftf play in SL, COI, COD, TRC, BB, 3R, FE, GOA. Any clubs in the Twin cities? Daniel T. Reed, 104 Canal Dr., Rockford, MN 55373, 477-6215

Average adult player wants opponent for fun game of aerial combat with AF or DL. Pbm or Pbp is easy. Greg Hannasch, 3575 Owasso St., #13, St. Paul, MN 55112, (612) 482-1006

Will start moderating multi-player pbm game of COD on the east front, maybe battle of Smoleask. For more info. send SASE. Chip Merton, 1654 Old Ridge Ave. N., Stillwater, MN 55082,

Pbm rated 1200 or less. WAT, WAS, STAL, MD variants, CL, AL, and Step Tone to Suez. Tom Scholle, 316 N. Oak, Eldon, MO 65026

Two area games of D-Day 77 wanted. Play each side once and switch sides. My AREA rating is about 800. H. McPherson, 5009 Country Valley Rd., Imperial, MO 63052, (314) 296-6645

Area games wanted in GOA. Play each side once. Two player only. Campaign game. Optional rules 26.1, 26.2, 26.4 and 26.5 in use. Harold McPherson, 5009 Country valley Rd., Imperial, MO 63052, (314) 296-6645

Adult gamer wants ftf or pbm for BL, BB, LW. Ftf only for DD, PB, Kriegspiel. Any clubs in Spfld area? 1200+ AREA member. Paul C. Miller, 1423 E. Cherry, Apt. 2, Springfield, MO 65802, (417) 831-0334

"Omaha Beach" wargaming club, needs new recruits to expand the ranks. Games of every aspect played. T-shirts, club library, and fun. Call Jurgen now! Jurgen C. Olk, 3305 Augusta Ave., Omaha, NE 68144, 333-8099

"Omaha Beach" wargaming club the invasion has begun. Meeting every Sunday at "Star Realm" 12 to 6. We have ranking's, prizes, game testing. Jurgen C. Olk, Augusta Avene, Omaha, NE 68144, 333-8099

14 and 26 yr. old need opponents for multi-player 3R, MR, GOA, SA, W&P, DIP. Have 35 other games ftf only. Greg Millspaugh, 4821 Chantilly St., Las Vegas, NE, 89110, 451-4400

13 yr. old. looking for opponent for 3R, FR, AF, 1776, LW, SUB W&P. Willing to learn other games. Dan Arute, 50 N. Amherst Rd., Bedford, NA 03102, 472-8032

OPPONENTS WANTED

Any wargamers or clubs in southern NH area? Pbm, ftf, SL, COI, others. Average gamer, need experience. John Richards, R.F.D. #1, Box 52, New Ipswich, NH 03071, (603) 878-2765

Opponent wanted for Ge, VITP, Advanced Player will play beginners and anyone else. Charles Boehmes, 819 Sunset Rd., Beachwood, NJ 08722, 294-8678

Adult AREA 1200 prov. seeking rated games in TRC, PB, pbm, ftf. Must be reliable and follow code of conduct for pbm. Harry Speer, 316 Knox Ave., Cape May Pt., N.J. 08212, (609) 884-4880

Experienced adult gamer wants ftf adult opponent for COI, SL, PL. Lawrence Huss, 1 W. McFarlan St., Dover, NJ 07801, 361-4622

Average/good 15 year old. Seeks pbm DIP, 3R, KM, VITP. Need systems or will use honor system. Non-area. Rich Grady, 42 N. Fullerton Ave., Montclair, NJ 07042, (201) 744-0879

Point Pleasant gamer, 18 yr. old novice seeks opponents. I have 15 games including 3R, TRC, W&P, DIP, GE, WSIM and others. Pbm or ftf. Michael H. Chris, 612 S. Maretta Dr., Pt. Pleasant, NJ 08742

Any SL or COI opponent in the Cherry Hill, NJ area? Call or write. Michael Ramsey, 320 Lincoln Dr., Voorhees, NJ 08043, (609) 772-0310

13 yr. old, non-rated wargamer wants opponents ftf, RW, SUB, KM, TB, MD, SL, COI. Prefers SL, COI. 3 yrs. experience. Bill Grubb, 9624 Regal Ridge, N.E., Albuquerque, NM 87111

PB opponents wanted; ftf, pbm. Must be mature, reliable. Adult, unrated; learning PB. David T. Stitt, 4 Cooper Ave., Huntington Sta., NY 11746, (516) 271-1875

3R players! The Buzzard's Breath is your answer. Reliable, 5-yr. old 'zine specializing in multi-player games. Also En Garde, W&P, SON, others. Sample 50'. Mark Matuschak, H106 East Campus, Columbia Univ. Law School, New York, NY 10027, (212) 865-5339

AREA rated 1200 Prov. player, seeks rated or non-rated pbm AK, WAT. Gary B. Lew, 549 Goundry St., N. Tonawanda, NY 14120, 694-1980

Wanted pbm opponents for DD, AK, TRC. AREA 1500 prov. have 60+ games and am forming club. Having play by phone DIP with other members. Bill Highfield, 2012 Ridge Rd., East, Rochester, NY 14622, (716) 266-5859

Serious gamer, age 22, looking for ftf opponents in PL, 3R, GOA. Will travel in Westchester area. Pbm opponents in LW, GOA. All responses answered. James Antonaccio, Gloria Way, Somers, NY 10589, (914) 277-4542

Adult novice, AREA prov. 900, looking for unrated pbm in GOA, BB'81, PB, TRC. You may pick side and scenario. Glenn Breiterman, 61 E. Figurea Ave., Staten Island, NY 10308

Ftf, pbm for 3R, PB, PL, RW, BB. AREA rated 1200 prov. I am desperate any clubs in area? Robert Campagnino, 693 Cornwell Ave., W. Hempstead, NY 11552, (516) 481-5679

Attention wargamers, looking for serious gamers that want competitive ftf action in most AH games and many others. Available nights and/or weekends. Mark Ambs, 7920 Will Hill Rd., Charlotte, NC 28212, (704) 545-0431

Strong player desires mature ftf opponents for SL, 1776, and AH naval games. Mike Anchors, 2024 Walnut St., Durham, NC 27705, 286-7033

11 yr. old beginner seeks ftf or pbm opponents for AOC, BB'81, and FE. Will learn other games. All letters answered. John Voncannon, 2712 Shady Lawn Dr., Greensboro, NC 27408, (919) 288-7574

Help! Where are all you Southeastern North Carolina gamers? Request ftf TRC and VITP. Contact: Jean Jones and Banzai! I always play Axis. Jean Jones, P.O. Box 454, Leland, NC 28451, (919) 371-6595

N.C. Wargamers arise! 15 yr. old seeks opponents for BB'81, AK, TRC, VITP. I prefer to be the Axis. Can learn to pbm. Jeff Carter, P.O. Box 1401, Tryon, NC 28782, (704) 859-6563

3 adults (25 to 30) want ftf opponents 18 or older. Can travel. Ron Dietz, 1335 Concord Ave., SW, Canton, OH 44710

13 yr. old pbm or ftf TRC, PB, MD, BL, SL, COI, BIS, WAS, DIP. AREA 900. Will answer all letters and finish all games. Scott Sherer, 2409 Ridge Rd., N.E., Vienna, OH 44473, 638-5097

There is a club in Wargenl Youngstown. Warchild. We play much and always. Tournaments start next March. FT, TRC, Panzer and others. Gary W. Jones, 1157 Tod N.W. A-2, Warren, OH 44485, (216) 392-4940

AREA 1300+ desires pbm Stal. Send AREA rating, side you prefer to play. Will play ftf most games, rated or not. Jon Penningtonn, 826 Wayne Ave., Zanesville, OH 43701

Allied 3R player challenges Axis ftf players in Eugene Springfield. Can you succeed where Germany lost? Also AK; possibly GOA, BIS, JU, others. Am 14. Mark Luta, 2380 Cleveland St., Eugene, OR 97405, 344-6881

Opponents wanted for ftf play. Any side all games open. Larry A. Peck, P.O. Box 174, Riddle, OR 97469, 836-4874

Wish pbm opponent. Have BL, 1776, AK, and GE. Unrated, but have much experience in BL. Will play anyone. Tom Wetherell, 307 SW 8th Cir., Troutdale, OR 97060, (503) 666-3387

Pbm systems exchange service: for every tested pbm system that you send in you will receive another pbm system in exchange. Send a SASE to: Robert Jones, RD #2 Box 222 Creek Rd., Clark Summit, PA 18411

Experienced adult player seeking ftf opponent for SL, COI, COD, AOC, FT, GL, FITW, NP. Will play most any game. Wayne Jones, 117 Lock Shin Dr., Coraopolis, PA 15108, (412) 457-8218

Seeking opponents for advanced level, ftf play of TLD and COD in the Central Pa. area. Raymond Wolosyzn, 1508 Meadowlark Way, Harrisburg, PA 17110, 232-9756

Adult looking for ftf opponents. SL, DIP, PB, PL, 3R, W&P, VITP or most any other wargame. Willing to learn and/or travel. Neil Moran, 2405 Mill Grove St., U. St. Clair, PA 15241

GJN 1300+ seeks rated pbm TRC using my variant. You choose sides. All takers 900+ assured acceptance. J. C. Lawson, 1515 Gist St., B1 (48-5), Columbia, SC 29202

The Schemer offers well-run pbm Dip, OR, and Mach. Get those games out of your closet! $4.75 a year. No game fees! For sample write: Steven Duke, Rt. 3 Fairfield Pike, Shelbyville, TN 37160

23 yr. old needs ftf opponents for SL, COI, COD. Also looking for club in Centey area. (2 yr. experience). Craig Budreau, 1505 Valley Ridge, Austin, TE 78704, (513) 441-1639

Wanted ftf gamers in central Virginia will play DD, BB, MD, AZ, PL, AK, VITP, WAS, WAT, TRL, TAC. Area rated also AK, AZ, pbm. William Scott, 2317 Barracks Rd., Charlottesville, VA 22901, (804) 293-9265

Experienced adult player seeks reliable adult player for rated or unrated ftf competition in SL, COI, COD, AIW, PB, PL, FE BB'81, VITP, WAS, 3R. James M. Minnow, 3615 Malibu CL #203, 671-2865

Non-rated adult gamer 15 yr. experience avail. Sun. for ftf 3R, FT, CAE, W&P, AF, SUB, WSIM. Call Mon-Fri. 4-10 PM. David Mayo, 1486 Va. Beach Blvd., Va. Beach, VA 23454, 428-0655

Opponent needed in Virginia Beach for BIS, CAE, COD, FE, GOA, LW, NAP, W&P, TRC, 3R others. Average-above average unrated. Needs more experience. Chuck Steenburgh, 909 Marshall Cir., Virginia Beach, VA 23454, 481-5741

AREA rated 900 seeks enjoyable pbm in DD'77, TRC, CH, PB, PL. Play rated game or not. Paul Wanke, 2701 Grant St., Bellingham, WA 98225, (206) 671-1351

28 yr. old seeks ftf for SL, COI, BB, SST, BIS, W&P, CAE, GE, FT, KM, MR, PB, PL, 3R. Don Joswick, 4544 S. 51st., Greenfield, WI 53220, 282-5707

Milwaukee wargamers invited to free weekly Sat. ftf gaming by Univ. of Wis.-Milwaukee players' Assoc. at Student Union. Robert Redmond, 2134 N. 61 St., Wauwatosa, WI 53213, 453-4389

GENERAL BACK ISSUES

Only the following *GENERAL* back issues are still available. Price is $2.50 per issue plus 10% postage and handling charges (20% to Canada, 30% overseas). Maryland residents please add 5% state sales tax. *GENERAL* postage coupons may *not* be used for this or other non-game orders. Due to the low quantities of some back issues we request that you specify alternate selections should your first choice be unavailable. Below is a listing of each issue by subject matter; game abbreviations are italicized and found in the Opponents Wanted ad insert in this issue and article types are identified as follows: H—Historical Background, DN—Designer's Notes, V—Variant, SR—Series Replay (sample game), S—Strategy, Q—Questions, P—PBM (postal) systems, Sc—Scenarios, A—Analysis. The largest (feature) articles are always the first one listed in each issue. Those issue numbers printed in red indicate one-color reprints of previously out-of-print issues.



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14-2: *KM*—S, H, P, DN, V; *AL*—SR; *SL*—DN
14-3: *AIW*—H, DN, S, Q; *TRC*—S; *3R*—S; *STAL*—SR; *WAS*—V; *PB*—Sc
14-4: *VITP*—DN, V, Q; *3R*—S; *RW*—V; *STAL*—SR; *JU*—P; *1776*—S
14-5: *SL*—H, A, DN, Q; *WS&IM*—A; *TRC*—S; *MD*—S; *SST*—S; *3R*—S
14-6: *DD*—DN, V; *VITP*—SR; *PL*—V; *CL*—Sc, *TB*—Sc
15-2: *PL*—V, Sc; *STAL*—V; *3R*—V; *DD*—DN; *RB*—S; *VITP*—S
15-3: *AOC*—S, A, DN, Sc; *TRC*—V; *3R*—V; *SL*—V; *WAS*—V
15-5: *MD*—V; *WS&IM*—Sc; *AK*—S; *OR*—V; *3R*—V; *DD*—S; *WAS*—V; *SST*—Sc; *SL*—V; *CAE*—S; *FL*—V; *SUB*—Q
15-6: *COI*—A, DN, S, Sc, Q; *WAS*—V; *AIW*—S; *SST*—Sc; *PL*—V
16-1: *AZ*—Sc, S, DN; *3R*—S; *NP*—S; *PB*—SR; *1776*—S; *DIP*—S
16-2: *BIS*—A, Sc, H, DN, Q; *PB*—SR; *AK*—S; *1776*—S; *WS&IM*—S
16-3: *PL*—A; *WAS*—S, H; *TB*—Sc; *COI*—SR; *1776*—S; *MD*—V
16-4: *MR*—A, V, DN, Q; *COI*—S; *3R*—S; *TRC*—SR
16-5: *TRC*—S; *SUB*—Sc; *SST*—S; *WAS*—S; *PB*—V; *RB*—V; *NAP*—S; *COD*—Q
16-6: *DUNE*—A; *DIP*—V; *OS*—V; *AZ*—DN, Sc, SR; *PB*—A, PBM
17-1: *W&P*—A, DN, V, Q; *3R*—S; *COI*—S; *MD*—V; *COD*—A; *MR*—V; *LW*—S; *WAS*—SR
17-2: *COD*—A, Sc, Q; *WAT*—Sc; *VITP*—SR
17-3: *AK*—S; *3R*—S; *COD*—S, Q; *AF*—A, DN; *TRC*—V; *VITP*—V; *COI*—SR
17-4: *FE*—S, P, DN, V; *MD*—V, Q; *COI*—SR; *VITP*—S; *1776*—Sc; *WQ*—A; *SST*—V; *NAP*—S
17-5: *CM*—S, V, Q; *RW*—V; *SL*—V; *STAL*—V; *PL*—S; *3R*—S; *CAE*—V; *KM*—S; *3R*—SR; *MR*—S
17-6: *STAL*—S; *WS&IM*—V, Sc; *WAS*—V; *3R*—SR; *SL*—S; *TLD*—Q; *CL*—S; *VITP*—S; *TRC*—S
18-1: *FITW*—A, Q; *BIS*—S; *SL*—S; *DUNE*—V; *DIP*—S; *AK*—A; *PB*—SR; *AL*—S; *W&P*—S
18-2: *AF*—A, Sc, Q; *AK*—V; *3R*—DN; *TB*—V; *SL*—S, Sc; *AIW*—V; *VITP*—S; *DIP*—S; *DD*—S
18-3: *GOA*—S, DN, V, Q; *AOC*—V, Sc; *AK*—S; *VITP*—V; *SL*—S, Sc; *WS&IM*—SR, P; *DIP*—S
18-4: GL-H,V,A,Q; SL-Sc,A; LW-V; W&P-SR; AOC-S,P; FE-V; Was-S; AK-S

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STORM OVER ARNHEM $16.00
WWII Squad Level Area Movement Game

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." For games with more than one version give two game length ratings; one for the shortest scenario and another following a slash mark "/" for the longest scenario or Campaign Game.

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality ___
2. Mapboard ___
3. Components ___
4. Ease of Understanding ___
5. Completeness of Rules ___
6. Play Balance ___
7. Realism ___
8. Excitement Level ___
9. Overall Value ___
10. Game Length ___/___

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

$1.00

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to $1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or pbm kit orders.

Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a $15 game. His postage charge is $1.50 which he may pay by sending in 2 postage coupons and $15, or 1 postage coupon and $15.50. Customer B lives in Canada and orders the same game. He must pay $15 in USA funds plus 3 postage coupons or $15 plus $1 for each postage coupon less than 3 which he sends.

$1.00

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

Opponent Wanted 50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Black Spy—BS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo-WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

_____ _____ _____ _____ _____

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NAME_____ PHONE_____

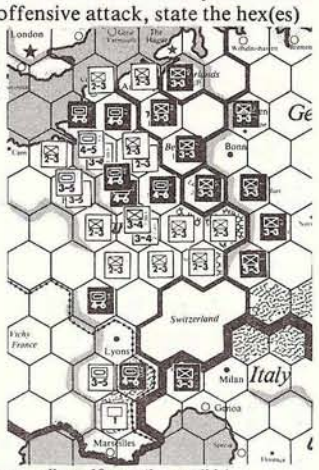
ADDRESS_____

CITY_____ STATE____ ZIP_____

Contest No. 105

THE SITUATION: It is Spring 1940 in a 2-player Campaign Game of *THIRD REICH*. The unit positions in and adjacent to France are shown above. Assume that all air units were used during the Axis player's portion of the turn. The Allied player must now decide what action he will have France and Britain take this turn. Two German fleets are at Bremen and have not been used this turn, nor have the four British fleets which are at Scapa Flow. There are five German replacement counters in the Berlin area. The BRP situation is such that the Allies will not be able to get a turn flip-flop.

THE QUESTION: As the Allied player, what option will you take on the Western Front. (Please assume that Britain and France will take the same option, to do otherwise would not make much sense.) If you select attrition, state the Attrition Table column you will roll on and the hexes you would occupy in order of priority. If you make an offensive attack, state the hex(es) to be attacked and the odds at which each attack will be made. If you take an attrition option assume that the attrition losses are satisfied by units away from the front.



ANSWER: ☐ Attrition—Column _____,
Hex Occupied _____, _____, _____, _____,
☐ Offensive—Hex attacked _____, Odds _____
Hex attacked _____, Odds _____
Hex attacked _____, Odds _____

Ten winning entries will receive AH merchandise credits. To be valid an entry must be received prior to the mailing of the next *GENERAL* and include a numerical rating for the issue as a whole, as well as list the best three articles. The solution will be announced in Vol. 18, No. 6, and the winners in Vol. 19, No. 1. Limit: one entry per subscriber.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

RECORD KEEPING IN THIRD REICH

After my first two or three games of *THIRD REICH* I abandoned the BRP tracks and counters in favor of a written running record by country and turn. During the third edition playtest I learned that others had done the same: Bob Cross and Dr. Mueller both sent in copies of the forms they used and my practice was primitive by comparison. The playing aid in this issue is largely adapted from Dr. Mueller's submission.

The form is largely self-explanatory. The YSS portion follows the summary given in the box on p. 22 of Vol. 18, #4; the asterisks are a reminder that the 1940 YSS differs in sequence. The eight little boxes overlapping columns are for recording combined Axis and Allied totals for purposes of determining initiative for the coming turn.

Some won't like France and the USA sharing a column. The column can be split by a line down the middle when necessary. I think the space gained to record the normal game outweighs the inconvenience in the unusual game.

It is up to the player how elaborate a record he wishes to keep in the seasonal boxes. Liberal use of abbreviations is very helpful. Some examples of possible entries:

(DoW)	Be, Ne, Lux	−30		FA Bu 2 Sp 1	−3
(Offensives)	East, Med	−30		Russia (Murmansk)	−40
(Builds etc.)	1 4-5	−8		Vichy deac roll	−5
	3 3-4	−9	(Gains)	Leningrad	+15
	1 fleet	−27		actvn of Spain	+30
	1 ptsn Fr, 2 Gr	−6		rcvd via Murmansk	+26
	Loss of Suez	−25			

A player who dislikes so much writing can find his own short cuts, e.g. "builds −50".

	Third Reich	GERMANY 50%	ITALY 20%	GREAT BRITAIN 40%	RUSSIA 30%	FRANCE 30% U.S.A. 60%
YSS	Previous Base					
	+ Leftovers x % *					
	− SW BRP deficit					
	New Base					
	+ Conquests, etc. *1940					
	− non-SW BRP def.					
	Total					
	SW Builds					
	YSS Total					
	Per-turn limit					
SPRING	DoWs: Offensives: Builds & other expenditures: Gains: Total					
SUMMER	DoWs: Offensives: Builds & other expenditures: Gains: Total					
FALL	DoWs: Offensives: Builds & other expenditures: Gains: Total					
WINTER	DoWs: Offensives: Builds & other expenditures: Gains: Total					

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1981, to be presented at ORIGINS '82, July 23, 24, 25, 1982, in Baltimore, Maryland
(for information about Origins '82, write PO Box 15405, Baltimore, MD 21220)

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H. G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, $2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send $2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US $2, payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Bloomington, IL 61701.

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! And include your address. You may vote only once, and send only one ballot per envelope.

Nominations should be for products produced during the calendar year 1981. Exceptions are permitted for older products which gain significant exposure and acclaim during 1981. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1981. All Time Best nominations are not restricted to 1981, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1981 to mid-March 1982. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline— March 31, 1982.

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1981: _____
2. Best Fantasy/SF Series, 1981: _____
3. Best Vehicular Series, 1981: (includes any man-made conveyance, chariots, wagons, cars, trucks, tanks, ships, aircraft, spacecraft, etc) _____
4. Best Miniatures Rules, 1981: _____
5. Best Role-Playing Rules, 1981: _____
6. Best Role-Playing Adventure, 1981: (dungeons, campaign modules, scenarios, etc) _____
7. Best Professional Miniatures Magazine, 1981: _____
8. Best Professional Role-playing Magazine, 1981: _____
9. All Time Best Miniatures Rules for 20th Century Land Battles _____
10. All Time Best Miniatures Rules for pre-20th Century Naval Battles: _____

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. Best 1981 Pre-20th Century Boardgame: _____
12. Best 1981 20th Century Boardgame: _____
13. Best 1981 Science-Fiction Boardgame: _____
14. Best 1981 Fantasy Boardgame: _____
15. Best 1981 Initial Release of a Boardgame: (referring to the first release of a boardgame by a new company) _____
16. Best 1981 Professional Boardgaming Magazine _____

The following categories recognize outstanding achievement in Adventure Gaming in general.

17. Best 1981 Adventure Game for Home Computer: _____
18. Best 1981 amateur Adventure Gaming Magazine: (amateur magazines are non-profit efforts, not of professional quality, not providing income for their staffs or not paying for contributions) _____

19. Adventure Gaming Hall of Fame: .
(Previous winners of the Hall of Fame are Don Turnbull, James F. Dunnigan, Tom Shaw, Redmond Simonsen, John Hill, Dave Isby, Gary Gygax, Empire, and Dungeons & Dragons).

Name: _____ Signature: _____

Address: _____

City/State or Province/Zip or Postal Code: _____

Send in your ballot by March 31, 1982 to only one of the following addresses:

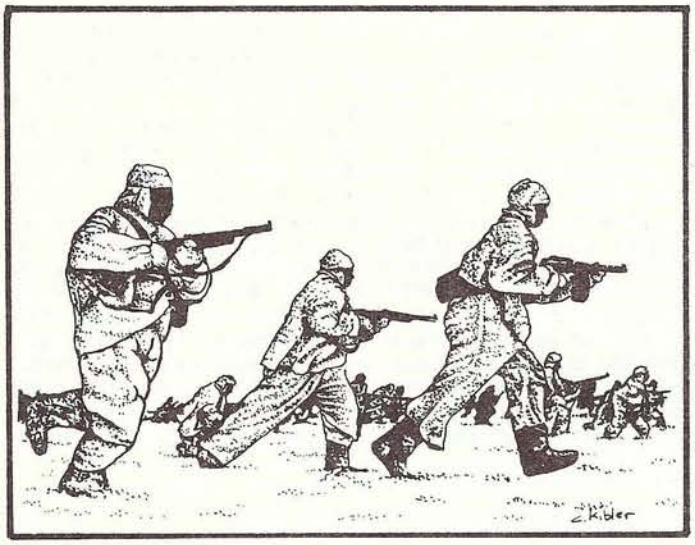
Canada:
Awards, % Mike Girard
RR 1
South Woodslee, ONT
Canada, NOR 1VO

UK and Europe
Awards, % Ian Livingstone,
27-29 Sunbeam
London NW10
United Kingdom

USA and all else
Awards % Bill Somers
PO Box 656
Wyandotte, MI 48192

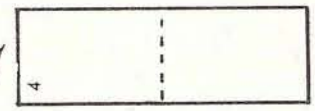
THE DEAD OF WINTER

Scenario M



NORTHWEST OF STARITSA, RUSSIA, December 29, 1941: The German Army was frozen in place. Bitter cold and deep snow made the thinly clad Wehrmacht dig in and fight first for warmth, then the Russians. The Siberians were well equipped for war in the snow but the Russian High Command still threw them piecemeal at the German strongpoints. The much heralded Soviet Winter Counteroffensive was a series of small unit actions amongst the white and evergreen of the Russian winter. The raid on the crossroad NW of Staritsa was just one of many.

Board Configuration



VICTORY CONDITIONS

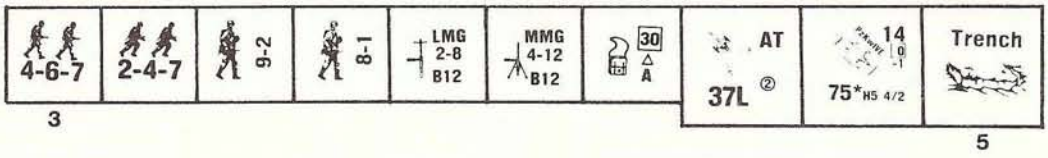
To win the Russians must exit seven squads off the south edge of the board from hexes 4AA1 through 4GG1 inclusive. Tanks with functioning weaponary count as two squads.

TURN RECORD CHART

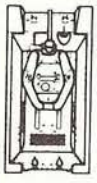
✙ German sets up first	1	2	3	4	5	END					
★ Russian moves first											



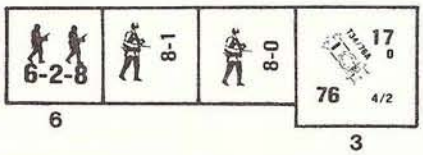
Elements 18th Infantry Regiment of 26th Infantry Division, setup on any whole hex of board 4.



3 5



Siberians of 31st Soviet Army, enter on any hex of row R.



6 3

SPECIAL RULES

M.1 The German Panzer IVE may not move the body of the tank at all. It may rotate its turret.

M.2 Deep Snow rules are in effect.

M.3 The Siberians do not have skis but do have snow smocks.

M.4 Only rows R-GG inclusive are playable.

AFTERMATH: To protect the critical crossroads the Germans had cut a maze of trenchworks through the snow. If not in comfort, at least in cover, sentries peered into the snowy distance. Deep silence. Then, yes the sound of tank engines. Where? The white boxy shapes of T34s with their snowmen-like covering troops emerged from the east heading straight for the crossroads. The Germans were momentarily stunned, until their hulldown tank, though immobile, had taken the advancing Russian tanks under fire as the German infantry moved from one fire position to another. The Siberians advanced in line abreast, some clinging to the sides of their slewing T34s. Within minutes it was over.

The German tank had been destroyed by Russian infantry assault and a number of Wehrmacht troops had died. However, all three T34s were smoking (two by tank fire and one from infantry-placed explosives) and there were no moving Siberians to be seen. The Germans were to learn that this did not mean they were all dead. Nonetheless, the Russians had been thrown back for another day.